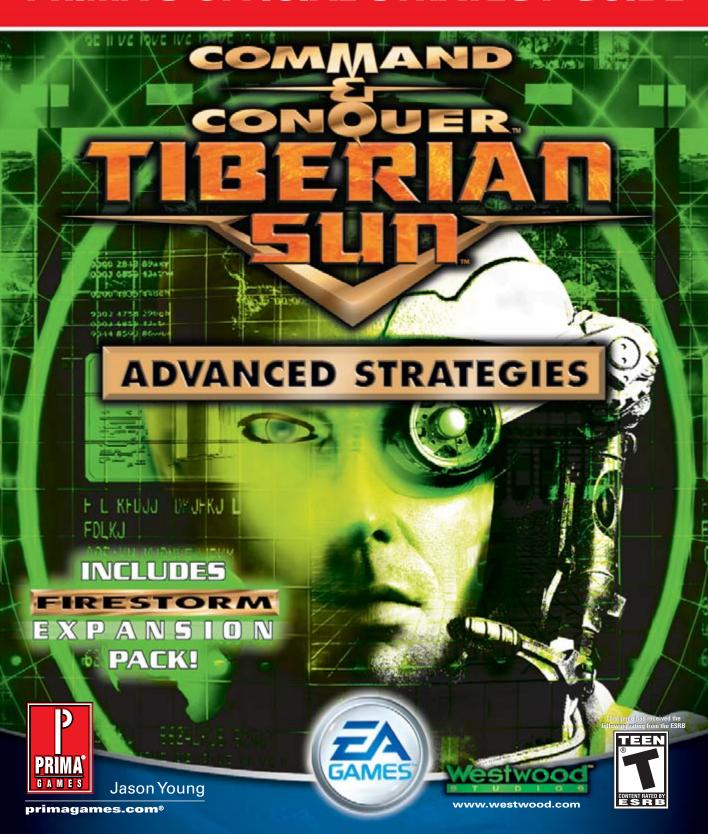
PRIMA'S OFFICIAL STRATEGY GUIDE



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COMMAND & CONQUERTM

TIBERIAN SUN* ADVANCED STRATEGIES

Jason Young Steve Honeywell

Prima Games
A Division of Prima Communications, Inc.

3000 Lava Ridge Court Roseville, CA 95661 (916) 787-7000 www.primagames.com

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Project Editor: Jill Hinckley

Product Manager: Jennifer Crotteau

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An Introduction to Tiberian Sun

A BRIEF HISTORY LESSON

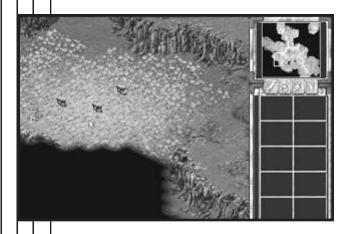
Before you set out to either protect the world as the Global Defense Initiative (GDI) or take it over as the Brotherhood of Nod, you'd better know something about the history of these two groups, Tiberium, and the modern world situation.

TIBERIUM

Not much is understood about the mineral called Tiberium. Its presence on Earth is as mysterious as its many powerful properties. Much research, performed by both GDI and the Brotherhood, has revealed the essence of only some of these properties. Most of the advanced military units and structures used by both sides are a direct result of this research.

While many military advances have been created thanks to the dedicated work of scientists, there are still many aspects of Tiberium that are not fully understood. In fact, a small percentage of Tiberium's composition remains unknown and defies any testing methods. Tiberium Crystals grow and expand through an unknown process. This growth, it has been discovered, virtually destroys the ground beneath it as the Tiberium draws from the minerals necessary for plant life. More recently, Tiberium Vein Holes have sprouted up in temperate regions of the planet, spreading dangerously and damaging anything that comes into contact with them.

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Tiberium is powerful and valuable, but deadly to life on the planet.

Tiberium harvesting and research generate wealth for both GDI and the Brotherhood. Recently, new research has resulted in some startling discoveries. Although it has always been known that Tiberium poses a particular threat to human life, only recently has it been discovered that human exposure to the mineral causes terrible genetic mutation. People exposed to Tiberium over long periods develop a number of Tiberium-related maladies. Many discover Tiberium Crystals actually growing on their bodies. Infected people have formed their own community and call themselves "The Forgotten." While GDI has made efforts to assist these people in their plight, it's rumored that the Brotherhood is conducting bizarre experiments on The Forgotten.

GDI

The Global Defense Initiative is the most powerful military organization in the world. Created as a peace-keeping force, GDI uses technological supremacy and superior training to stop wars around the world. The threat of GDI military superiority has prevented more than one conflict from even starting.

GDI operates from the *Philadelphia*, an orbital command center. Its global position has given GDI tremendous advantage in terms of recruitment—

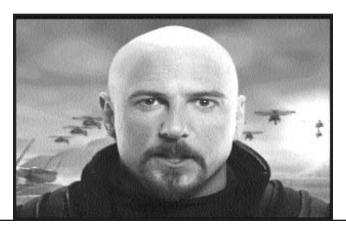
AN INTRODUCTION TO TIBERIAN SUN

only the best soldiers from the best military units around the world are permitted to join. GDI soldiers are fiercely loyal to the cause of world peace and to each other. All wish to remove any trace of the Brotherhood of Nod from the world.

THE BROTHERHOOD OF NOD

The Brotherhood of Nod formed about the same time as the rise of GDI. Nod deemed itself a fighter for the rights of the oppressed. Operating mainly in third-world countries and always opposite GDI forces, the Brotherhood quickly rose to prominence. Nod was masterminded by the charismatic Kane, who used the growing power of the Brotherhood as a platform for his goal of world domination. Nod was funded by the profits of Kane's Tiberium research. The Brotherhood's growing military power and the promise of a changed world—created in Kane's image—brought many of the disaffected under its banner.

Kane was presumed dead after the last major battle in Nod's attempt to control the world, and the Brotherhood was almost totally disbanded. However, Kane's body was never discovered, an oversight considered by many in GDI to be the biggest mistake in modern military history. The remaining followers of Kane have held true to his vision of a new world and believe that someday, Kane will return.



Perhaps the most recognized face in the Tiberium world, Kane's charisma belies his brutal and terrible nature.

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TIBERIAN SUN

The destruction of the Brotherhood afforded a few years of peace and gave GDI the opportunity to delve further into Tiberium research. Naturally, any traces of the Brotherhood of Nod were sought out and destroyed whenever possible. It is now known that the remaining Brotherhood forces have split into several factions, each proclaiming itself to be the true inheritor of Kane's mantle of power. Sightings of the legendary Nod leader became commonplace and were fodder for tabloid articles. GDI conducted a number of investigations into these alleged appearances before closing the case and sealing the records.

THE RETURN OF KANE

Reports of Kane's death were greatly exaggerated. In a recent communiqué, Kane revealed himself to top GDI officials and declared his return to the international scene. GDI tests have determined that this communication did come from the real Kane, despite some small anomalies in image enhancement. Regardless of these differences, the truth is terrifying. Kane has returned.

Kane's initial reappearance was followed by battle eruptions between GDI and Nod forces around the world. Hot spots broke out as GDI troops



Kane's return was viewed with some skepticism, but denial won't make the Nod leader go away.

AN INTRODUCTION TO TIBERIAN SUN

found themselves overwhelmed by Nod infantry and units attacking from hidden subterranean bases. For an entity that was supposed to have been crushed, the Brotherhood of Nod was showing disturbingly powerful signs of life. It is unknown at this time where Kane and his forces received their money and equipment.

THE FORGOTTEN

A third, unpredictable group of entrants in the mounting war between GDI and Nod is The Forgotten, the mutants. Also called Shiners because of the Tiberium Crystals that grow on their bodies, The Forgotten are the only remaining population indigenous to most temperate zones of the world. In their exile, The Forgotten have become formidable fighters and are now able to stave off minor attacks from Nod and resist peace overtures from GDI.

A NOTE ON THE DIFFICULTY LEVELS

There are three difficulty levels in *Tiberian Sun*. On the easiest level, the computer's attacks are a bit disorganized and smaller. Units are not used as effectively, and Tiberium is not harvested efficiently. Fewer enemy units are created. Most importantly, the units and structures you create require less Tiberium to manufacture. It is highly recommended that you play on this difficulty level if *Tiberian Sun* is your first experience with a real-time strategy game.

Against the most difficult AI, the exact opposite is true. The computer enemy is ruthlessly efficient in harvesting Tiberium, building a powerful base, and attacking with deadly force. Units are used to their maximum efficiency, attacking with brutal precision against your forces. Worst of all, everything you build is more expensive than normal. Only the best strategists survive here.

The middle difficulty level is the standard by which the other two are judged. This difficulty level has been developed to provide a solid challenge to most players. This is also the default level of difficulty when you begin play.



Units

Although you play as either GDI or the Brotherhood of Nod, it's a good idea to become familiar with both armies' units. There are two reasons for this. First, it just makes sense to know what you're up against. More importantly, the Engineer's ability to capture and use enemy structures allows you to produce both Nod and GDI units in many missions. Therefore, you should understand what you are producing and using. You should also be aware of the capabilities of the various Tiberium-based life forms that you face.

GDI FORCES

GDI strategy depends on a blend of Infantry, ground vehicles, and aerial weapons, making them well balanced across the board. One of the major differences is that GDI doesn't use traditional tanks, opting instead for hovercraft and mechs. Another notable feature of GDI forces concerns Infantry. GDI's are not as powerful as Nod's, but this is balanced by GDI's use of a Medic, which can keep these units healthy and fighting.

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GDI Light Infantry are inexpensive but vulnerable.

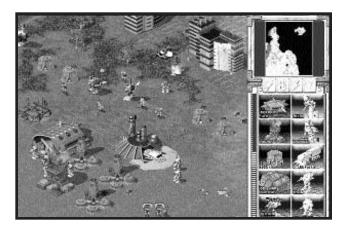
GDI INFANTRY

LIGHT INFANTRY

The basic GDI military unit is the Light Infantry. In every GDI mission where you build a base, you can create Light Infantry, and it's one of the first units available to you in every mission. Although not powerful, Light Infantry are inexpensive and can be built quickly. They're armed with a machine gun that is very effective against unarmored enemies, but is not as useful against tanks and other well-protected Nod forces. Use Light Infantry in large groups for additional firepower whenever possible, but beware that large groups are vulnerable to being crushed by heavy Nod vehicles.

DISK THROWER

For ballistic attacks and defense against armored Nod units, Disk Throwers are the cheapest and most easily built GDI unit. GDI redesigned the hand grenade to a disk form capable of being hurled great distances. Disk Throwers are able to project these grenades into Nod troops before the troops can move



More effective against armored units than Light Infantry, Disk Throwers are also unpredictable.

into position to return fire. The disk's design also allows it to skip off the ground to reach foes farther away. Disks that miss their targets tend to bounce off terrain at odd angles, sometimes coming to rest near GDI forces. Use them carefully.

ENGINEER

Engineers are unable to attack or defend themselves, but they still play an important role. These units are capable of three basic tasks, all of which



Noncombatant Engineers have several uses that make them extremely valuable.

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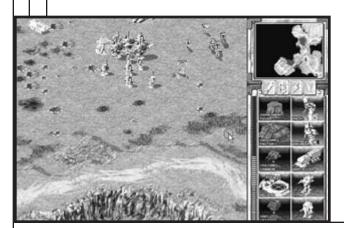
should be included in your plans. First, Engineers can enter your buildings damaged by Nod attacks and repair them fully. Second, Engineers can enter the small buildings near bridges and repair spans that have been destroyed. Third, and most important, an Engineer who enters a Nod structure captures it, turning it into a GDI structure. Capturing Nod bases often figures into your plans. Each Engineer can only be used once.

Most incidental damage to your structures can be repaired inexpensively without using Engineers. Use them to fix only badly damaged buildings that must be repaired immediately.

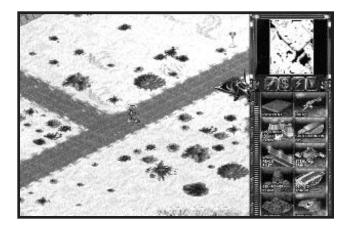
A Medic cannot heal himself. Put several Medics in a group so they can heal each other.

MEDIC

Medics, like Engineers, cannot attack or defend. Medics can heal all your Infantry units injured in combat. Placing Medics in Guard mode causes them to stay vigilant and automatically heal any units in the immediate area that have taken damage.



Another noncombatant unit, Medics keep your Infantry healthy.



While effective at stopping incoming Nod forces, the Ghost Stalker is best used inside a Nod base.

GHOST STALKER

The Ghost Stalker is the strongest GDI Infantry unit. You often need only one of these units to accomplish the task at hand. Ghost Stalkers are armed with a powerful laser rifle that can eliminate a Nod Infantry unit or small vehicle with a single shot. This powerful weapon takes a few seconds to power up, so the Ghost Stalker is vulnerable between shots. The Ghost Stalker can also demolish Nod structures by entering them and planting a powerful explosive charge. This does not hurt the Ghost Stalker, so it can eliminate several Nod structures quickly. Against a base with limited ground defenses, a single Ghost Stalker can destroy everything in a very short time.

GROUND VEHICLES

HARVESTER

Large, slow, and defenseless, the Harvester is still incredibly important. This large truck scours the Tiberium fields to dredge the precious mineral and return it to your base, where you use it to create units and structures. In short, the Harvester is your main source of money, so it's also your main source of military and defensive power. The Harvester can hold five units of either blue

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The Harvester is vulnerable to enemy fire and cannot attack, but it is arguably the most important GDI unit.

or green Tiberium, or any combination of these. Despite their lack of speed or defenses, Harvesters are fairly durable and can take a significant amount of damage before being destroyed. Against Infantry, they can be used as steamrollers, crushing Nod ground troops like ants.

WOIVERINE

The Wolverine is part man, part machine. Basically, a Light Infantry unit suits up in the Wolverine armor, becoming much faster and more durable. Wolverines

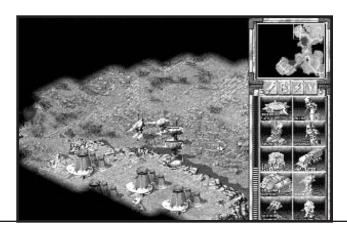


Combination Infantry and vehicle, Wolverines attack like souped-up Light Infantry and are much faster and more durable.

can be used similarly to Infantry, but unlike regular troops, Wolverines are created in a War Factory. Although they hold up well against unarmored opponents, Wolverines are susceptible to heavy-weapons fire. Their speed makes them excellent base defense units; Wolverines can be redeployed quickly to critical points. For the same reason, Wolverines make great strike troops because they can rapidly march into the heart of the enemy base and attack with surgical precision.

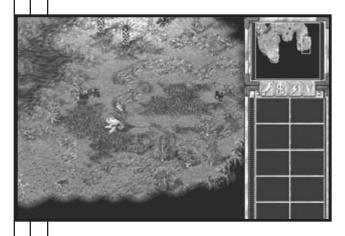
TITAN

The Titan fills the role of a normal tank in the GDI army. Instead of treads, this large assault weapon is mounted on two jointed legs—the Titan walks, rather than rolls, across the battlefield. Titans are armed with powerful weapons capable of quickly blasting through armored units and structures, as well as softer targets. Because of their versatility, Titans make up the bulk of GDI forces. They can stomp on Infantry that tanks and other heavy vehicles would drive over. Most important, Titans have excellent range with their weapons and can destroy many Nod base defenses, like Lasers, from outside the enemy's range.



Rather than tanks, GDI has opted for the gigantic Titan, a two-legged mech capable of powerful offense and defense.

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Juggernauts can fire with excellent range once they are fully deployed.

JUGGERNAUT (Firestorm Expansion Only)

Recognizing the need for long-range Artillery support, GDI technicians have mounted a trio of ship-based 120mm cannons into the chassis of the tried and true Titan heavy mech. The result is the Juggernaut—a well-designed balance of range and excellent firepower. With three separate cannons, the Juggernaut's rate of fire is vastly superior to that of Nod's Artillery units, although each shot from the Juggernaut's smaller 120mm shells is not quite as powerful. The Juggernaut's primary limitations come from its need to deploy before firing—an undeployed Juggernaut is utterly defenseless. Being a long-range weapon, it has another drawback; its effective minimum range is limited, preventing the Juggernaut from firing on enemy units that are too close, and it is not pinpoint accurate.

AMPHIBIOUS APC

Use the Amphibious Armored Personnel Carrier (APC) to move troops from place to place efficiently. This unit has no way to attack or defend, other than its ability to flee. Not very speedy on land, the APC is very fast in water and is best suited for amphibious assaults against Nod forces. You can place five



The APC is comfortable on land and water. It can't fight, but it can carry up to five Infantry units much faster than they could walk.

Infantry units of any type and combination—Disk Throwers, Medics, Engineers, or Ghost Stalker—in an APC.

MOBILE SENSOR ARRAY (MSA)

Nod forces rely heavily on surprise for success, which makes them difficult to deal with at times. The MSA is the best defense against this Nod strategy. When deployed, this large vehicle spots cloaked or subterranean Nod units within a large radius. This information helps you prepare for the arrival of the



The Mobile Sensor Array (MSA) can spot hidden or subterranean Nod units and alert you to their presence.

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underground units, or attack the stealth units before they're ready to defend themselves. The MSA can also detect hidden Limpet Drones that may be waiting to attach themselves to your unsuspecting vehicles.

As its name implies, you can move the MSA to different points on the battle-field to spot hidden Nod defenses. Have them guard approaches to your base too.

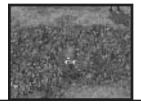
LIMPET DRONES (Firestorm Expansion Only)

The Limpet Drone was developed as a method of detecting Nod bases blanketed with a Stealth Generator field. When deployed, the Drone buries itself and waits for a passing vehicle, then it attaches itself to the underside of said vehicle. The device has two effects. First, it interferes with the electrical system of the vehicle, slowing it down to a crawl. Second, it contains a high-

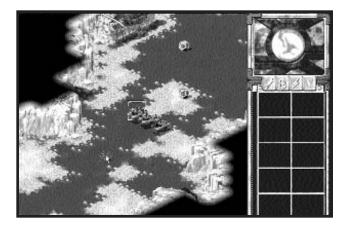
ly sophisticated sensor device that reveals terrain and relays recon data back to your radar facility—you can see what the Limpet sees. Once a Limpet Drone has attached itself to a vehicle, only an MRV or Service Depot can repair it

Limpet Drones are hover capable units, allowing them the same ease of motion as your Hover MRLSs. Like all other hover units, however, it cannot move during Ion Storms.

You can tell if a unit is "limped" if when you click on it, the selection box is yellow not white.



Limpet Drones attach to enemy vehicles and provide you with valuable recon once the vehicles have gone back to an enemy base.



These hovercraft launch long-distance rockets. Their biggest advantage is speed.

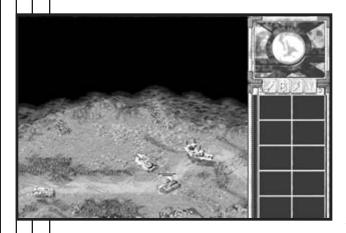
HOVER MRLS

Another innovative GDI departure from tank technology is the Mobile Rocket Launching System (MRLS). A hovercraft, this unit flies a few feet above the ground or water, so it's capable of amphibious assaults. Use this unit to provide cover for APCs when attacking a Nod base. MRLSs are also excellent in conjunction with other GDI units on the attack because their rockets allow powerful strikes from long distances. Don't have them lead an attack, though; their fragile nature makes them better support units. Keep them outside of the enemy's range while hitting with power.

DISRUPTOR

Disruptors are the most difficult unit to use effectively in *Tiberian Sun*. Not nearly as fast as other GDI vehicles, Disruptors are especially dangerous to your own forces in the back ranks of an attack. Their main strength is in the powerful weaponry they mount. The Disruptor cannon destroys any unit or structure it hits by literally shaking it apart. Unfortunately, the weapon cannot distinguish between friend and foe, so an ally that crosses the beam's path sustains significant damage. Disruptors are fragile vehicles, making them a poor choice for leading an assault. They are best used in flanking attacks

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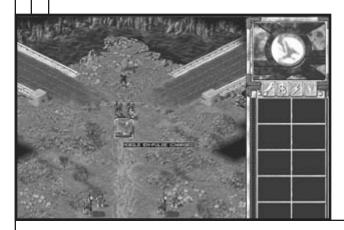


Disruptors can destroy Nod forces quickly, but their attack can easily damage your own units and structures just as effectively.

where they can avoid the brunt of enemy fire and bring their full power to bear strictly on Nod units.

MOBILE EMP CANNON (Firestorm Expansion Only)

The Mobile EMP Cannon is a new adaptation of GDI's fixed EMP Cannon technology. This lightly armored unit allows you to take down small groups of vehicles in a quick radial blast. The pulse is capable of incapacitating vehicles,



The Mobile EMP Cannon may be able to move from place to place, but it suffers in its blast radius when compared to its fixed position counterpart.

destroying cloaked Drones, and even shorting out subterranean units' guidance systems, causing them to surface. The Mobile EMP's only limitations are its lengthy recharge rate and severely decreased range compared to fixed EMP Cannons.

MAMMOTH MK II

The newest piece of experimental weaponry in the GDI arsenal is the Mammoth MK II. A four-legged vehicle, this huge mech can crush Nod assaults single-handedly, and with limited support, it can smash through a Nod base, leaving only rubble in its wake. The Mammoth is armed with twin rail guns, as well as antiaircraft missiles, so it's well protected against both ground and air assaults. Because of its experimental nature, you can only possess one Mammoth MK II at a time, but you shouldn't need more than that.

MCV

The Mobile Construction Vehicle (MCV) is a large, lumbering machine. When deployed, this vehicle transforms into a Construction Yard—the first unit of a base and one of the most critical. In later missions, you gain the ability to create your own MCVs, but generally you receive them at the beginning of missions as a way to establish your main base. Use MCVs to back up your main Construction Yard if it gets destroyed, or to start a second base.



Because the massive Mammoth is so new and experimental, you are limited to owning only one at a time.

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This MCV, a noncombatant vehicle, is used to start a new base for GDI.

MOBILE WAR FACTORY (Firestorm Expansion Only)

The new Mobile War Factory allows GDI to move vehicular unit production wherever it may be needed. Once deployed, the Mobile War Factory acts identically to the fixed GDI structure. In conjunction with a Carryall, GDI can quickly fortify any area, producing units at any corner of the map in minutes.



This redeployable unit allows you to move unit production wherever you need it most.

AERIAL FORCES

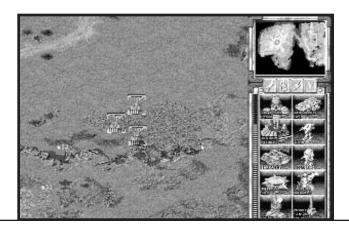
ORCA FIGHTER

The standard GDI military aircraft is the Orca Fighter. Orca Fighters combine speed and power to form an effective package. While vulnerable to any Nod units equipped with rockets, and virtually defenseless against SAMs (surface-to-air missiles), Orca Fighters are a powerful addition to any strike force. Their speed makes them doubly effective because you can often get them in and out of battle before Nod forces can react. Orca Fighters are best used in large groups of six or more; their combined might can confront any target, including deadly SAM Sites.

JUMP JET INFANTRY

While normal Light Infantry can cross most terrain, they have problems with sheer cliffs and water. To solve this dilemma, GDI developed Jump Jet Infantry. These Light Infantry units have jet packs strapped to their backs, allowing them to soar above the battlefield. This gives GDI

As an addition in the Firestorm Expansion only, Jump Jet Infantry have been equipped with an upgraded sensor suite. This upgrade allows them a greater field of vision, as well as the ability to spot cloaked units and structures from the air.



The basic GDI aircraft, Orca Fighters are vulnerable to SAMs and Rocket Infantry.

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This combination of Infantry and machinery allows GDI to attack in a unique manner.

the ability to send surgical strikes into critical locations regardless of terrain. On the ground, Jump Jet Infantry are no different than their ground-hugging cousins. In the air, they are safe from anything but rockets and SAMs, both of which kill them quickly.

ORCA BOMBER

The natural complement to the Orca Fighter is the Orca Bomber. Heavier, slower, and better armored, the Orca Bomber alone doesn't have the best chance of survival against anything that can target airborne enemies. Supported by Orca Fighters, however, Orca Bombers can deliver devastating attacks on ground installations, Nod bases, and attack convoys. The heavy bombs dropped by these aircraft can be used to destroy a Nod base, but they are most effective at softening up the defenses in preparation for a ground attack. You never need many Bombers, but a few can turn the tide of battle in your favor.



Slower than the Orca Fighter, the Orca Bomber can quickly destroy Nod structures or incoming attack convoys.

ORCA CARRYALL

For rapid deployment, nothing is as useful as this massive aircraft. While the Carryall is noncombatant, it can transport military vehicles to and from the battlefield quickly, sending fresh units into the fray and pulling back damaged ones to be repaired. Most importantly, Carryalls can be used to transport your Harvesters to and from Tiberium fields, allowing for much more rapid harvesting.



The Carryall can pull damaged units from the fight and take them back to the GDI base.

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BROTHERHOOD OF NOD FORCES

The Brotherhood of Nod, thanks to years of Tiberium research, has developed a number of innovative weapons to employ in its battle with GDI. The extensive use of Tiberium makes some Nod units a little more expensive than their GDI counterparts, but the power and special abilities possessed by these units is worth the additional cost. Nod forces traditionally use surprise and fear as key weapons against their foes. The units you command in the Brotherhood give you the ability to strike terror into the hearts of the GDI troops—and to do it from the shadows.

INFANTRY

LIGHT INFANTRY

Nod Light Infantry are identical to GDI Light Infantry in all important respects.

ROCKET INFANTRY

Rather than possessing grenadiers, Nod has developed a soldier carrying a shoulder-mounted rocket launcher. These Rocket Infantry can dish out



Nod Infantry are cheap to build and can be created quickly.



Rocket Infantry are effective against GDI vehicles and can also be used to defend against GDI aerial attacks.

impressive damage against armored GDI targets and structures. More importantly, Rocket Infantry can strike GDI aircraft and are often the most cost-effective means of protecting a Nod base from an air attack. The rockets are not as effective against GDI Infantry, but they still deal a good amount of damage. The rocket launcher's weight makes these troops considerably slower than Nod's standard Light Infantry.

ENGINEER

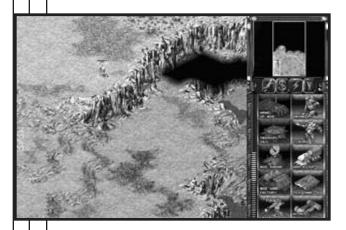
Nod Engineers are identical to GDI Engineers in all important respects.

CYBORG

A recent innovation in Tiberium research has led to the development of Cyborg Infantry. A blend of machinery and Tiberium-mutated human, Cyborgs are among the most powerful Infantry units available. They hit with tremendous power and with an astounding rate of fire. Cyborgs are also heavily armored, making them difficult for GDI Infantry to eliminate. Another important trait, especially because the Brotherhood has no Medic, is that Cyborgs heal when placed in a Tiberium field; this makes them excellent for guarding your Harvesters.

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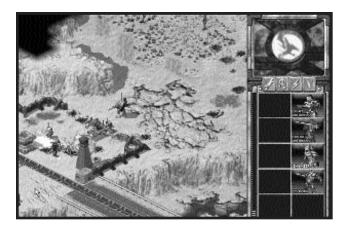
Like GDI, the Brotherhood relies on Engineers to take over enemy bases quickly.

A blend of human and machine, Cyborgs tower over the battlefield.



CYBORG COMMANDO

Cyborgs that perform well under pressure are refitted with new equipment and given a promotion to the rank of Cyborg Commando. No other single unit presents such a significant threat to GDI. As such, it's an excellent choice for leading assaults on heavily fortified GDI emplacements. Powerful enough to go toe-to-toe with almost anything in GDI's ranks, this unit is heavily armored



The Cyborg Commando is a threat to any GDI unit or structure it encounters.

and difficult for GDI to destroy. The Cyborg Commando, like the GDI Mammoth, is experimental, so you can only possess one at any given time. Like regular Cyborg troops, the Commando can be healed by standing in a field of Tiberium.

GROUND VEHICLES

HARVESTER

Nod Harvesters are identical to GDI Harvesters in all important respects.

ATTACK CYCLE

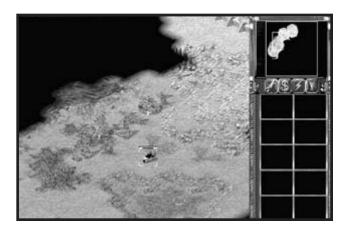
Nod's fastest ground unit is the Attack Cycle. While it trades armor and fire-power for speed, this bike is still capable of taking a moderate amount of damage before being destroyed. Attack Cycles fire twin rockets capable of inflicting fair damage against armored ground targets and aerial foes. Able to take care of themselves if they must, Attack Cycles rely on speed more than weaponry to avoid problems. This speed makes them useful reserve units for base defense. If there's a critical breach in base defenses, a group of Attack

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Nod's Harvesters are its most important link in the Tiberium-fueled economy.

The fastest ground unit available to either army, Attack Cycles make excellent scouts and perform well in fast strikes.



Cycles can quickly plug the hole temporarily while more powerful units move in to seal it.

ATTACK BUGGY

The next step up from the Attack Cycle (in terms of power) is the Attack Buggy. Although slower than the bikes, these armored cars are almost as



More durable than the Attack Cycle, Attack Buggies are relatively quick and offer decent power for a low price.

efficient at plugging holes in base defense. Additional armor and decent firepower make them good auxiliary vehicles in base attacks. Their speed allows them to separate from the main force and strike vulnerable targets while the main base defenses are dealing with tanks and other heavy units.

TICK TANK

Nod's basic light battle tank has undergone a serious modification. On the surface, Tick Tanks are nothing more than standard tanks. When commanded,



The versatile Tick Tank is your main assault vehicle and has a large role in defending your base.

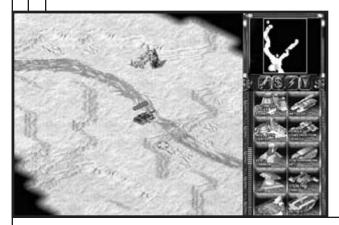
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however, these vehicles can burrow into the ground, leaving only a small part of the chassis and the turret exposed. In this position, Tick Tanks have the same range as when undeployed but can take much more damage before being destroyed. Tick Tanks cannot move when dug in, and switching from deployed to disengaged (or vice versa) takes several seconds. In either position, Tick Tanks are vulnerable to enemy fire.

Because they are harder to destroy when deployed, Tick Tanks are very good for base defense early in a mission. When you have more traditional defenses built, you can undeploy the Tick Tanks, releasing a ready-made attacking force.

ARTILLERY

Nod's traditional method of attack has been to hit with surprise and then fade into the shadows. To this end, the Brotherhood has developed powerful Artillery units capable of destructive strikes from a tremendous distance. Nod Artillery, when it hits, causes tremendous damage. However, there are several drawbacks to using Artillery. First, they are most useful against stationary targets because it takes the shell longer to reach its impact point. Second, because of the gun's recoil, Artillery pieces cannot fire while moving, and cannot move when deployed. Artillery units need support to keep them safe, and a few advance scouts to help find targets for them.



No other ground-based unit has the pure range and potential for destruction as Nod Artillery.



Worried that your Infantry is vulnerable during transport? Nod's APC takes care of that problem in a unique way.

SUBTERRANEAN APC

One of the basic problems with personnel carriers is that they do not have an effective means of attack. Nod's scientists have developed the Subterranean APC as a way to combat this problem. Rather than driving over the battlefield to transport Infantry to the front, these vehicles bore their way through dirt and rock to drive below the ground's surface. Their only real limitation is that they cannot surface in rough territory, in water, or through pavement. Furthermore, GDI Mobile Sensor Arrays can detect Nod APCs—a big reason to attempt to destroy those MSAs quickly.

MOBILE REPAIR VEHICLE

Needing a way to keep damaged vehicles in the fight, the Brotherhood has created the Mobile Repair Vehicle (MRV). Acting much like a GDI Medic, this device patrols the battlefield looking for damaged Nod equipment to fix, which it does quickly and efficiently. Therefore, Nod vehicles can be repaired on the fly without being pulled back to a service bay. Unfortunately, the MRV is directly in the line of enemy fire, and, like a Medic, an MRV cannot repair itself.

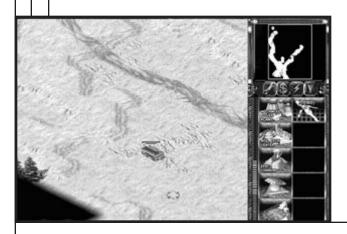
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Nod's Mobile Repair Vehicle (MRV) is the technological equivalent of GDI's Medic, but it repairs vehicles, not Infantry.

DEVIL'S TONGUE

Few things on the battlefield inspire fear like the thought of being roasted alive. The Devil's Tongue is a tank armed with a huge front-mounted flamethrower capable of incinerating anyone who comes too close. Most effective against Infantry and lighter targets, the Devil's Tongue is also capable of scoring powerful hits against the most heavily armored foes. Like the Nod APC, Devil's Tongue tanks can move underground, allowing them to



Inspiring fear in the hearts of anyone who confronts it, the Devil's Tongue combines stealth and destructive power into one deadly package.

UNITS

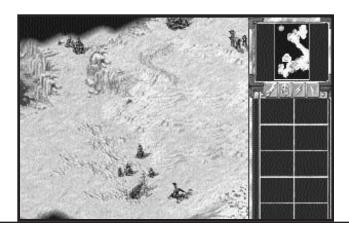
spring up and surprise unsuspecting GDI units. Like the APCs, Devil's Tongues cannot surface on rough ground, in water, or through pavement. The main weakness of this vehicle is its fairly ineffective armor.

REAPER (Firestorm Expansion Only)

The Reaper represents a new advance in the Brotherhood's line of deadly Cyborgs. The Reaper is a Cyborg torso mounted on an all-terrain walker body, allowing this unit much greater speed and mobility than the standard Cyborg. This new unit is extremely well balanced, equipped with dual Cluster Missile cannons (similar to the larger and more powerful Multimissile) and an antipersonnel net launcher. The Cluster Missile cannon can be used to devastating effect against GDI vehicles and structures alike. The Reaper's net launcher allows Nod to temporarily immobilize large groups of attacking Infantry in a single shot. Finally, with its advanced tracking systems, the Reaper can even target air units, causing terrible damage.

MOBILE SENSOR ARRAY (MSA)

The Nod Mobile Sensor Array is identical to the GDI MSA in all important respects.



This terrible new Cyborg unit is as deadly as it is well balanced.

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LIMPET DRONES (Firestorm Expansion Only)

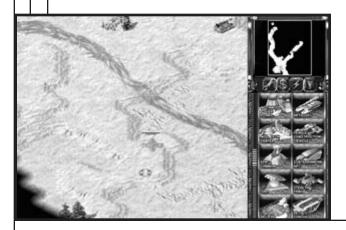
The Nod Limpet Drone is identical to its GDI counterpart in all important respects.

STEALTH TANK

This light tank has a unique generator that creates a cloaking field, making the tank invisible. Stealth Tanks, thanks to this cloaking, can pass directly by most GDI units and structures without raising an alarm. GDI Infantry and base defenses can destroy the cloaking, however, and the Stealth Tank can be detected by GDI's MSA. Additionally, the Stealth Tank must uncloak to attack due to the tremendous energy drain of the cloaking generator. Its ability to "hide" in plain sight makes the Stealth Tank a perfect surprise weapon for guarding Tiberium fields. It's also excellent for scouting missions because it can avoid most of the trouble that other units would encounter.

MOBILE STEALTH GENERATOR (Firestorm Expansion Only)

A new innovation in Brotherhood technology, the Mobile Stealth Generator allows you to cloak a large number of Nod forces in the field for devastating



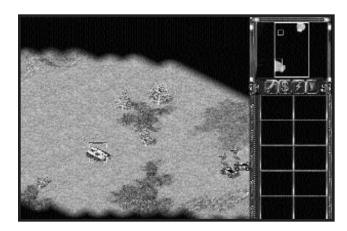
Hidden until it attacks, the Stealth Tank makes a perfect guard for Harvesters, and an excellent unit to initiate an attack on a GDI base.

UNITS

surprise attacks. Although the Mobile Stealth Generator has a considerably smaller range than the fixed model, a substantial army can still be blanketed beneath its stealth field. The only major limitation of the Mobile Stealth Generator is that it must be fully deployed in order to operate.

MCV

Nod Mobile Construction Vehicles are identical to GDI MCVs in all important respects.

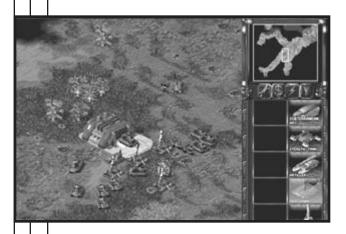


A Nod MCV.

FIST OF NOD (Firestorm Expansion Only)

This new unit allows the Brotherhood to move unit production wherever your forces need it most. Once deployed, you can produce vehicular units as easily as you could at a standard fixed Nod War Factory. Although slow and costly to produce, this redeloyable unit allows you to set up a mobile staging ground anywhere the battle lines move.

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This redeployable War Factory allows you to create new units deep within enemy territory.

WEEDFATER

Another Nod innovation resulting from Tiberium research is the Chemical Missile. To develop this, Nod scientists use Tiberium Veins rather than the Crystals they otherwise harvest. Gathering these Veins is impossible for a standard Harvester, which is why these same scientists developed the Weedeater. This strange vehicle is basically a huge lawnmower that drives over the Tiberium Veins and collects them for deposit into a Tiberium Waste



Another type of Harvester, the Weedeater looks for Veins, rather than Crystals, of Tiberium.

UNITS

Facility. Tiberium Veins can only be used to produce Chemical Missiles, so they are not added to your funds when gathered. Weedeaters, like Harvesters, have no effective means of defense.

AERIAL FORCES

HARPY

The basic aerial unit of the Brotherhood is the Harpy, a light attack helicopter. This smaller craft is most successful when attacking infantry or lightly armored vehicles, but a large group of Harpies can destroy even the most powerful GDI weapons. In the air, Harpies can avoid damage from anything but other airborne units, SAMs, and rockets. Only a few GDI units—aerial units, or those with rockets—are capable of attacking them, so they're quite useful for an initial strike when assaulting a GDI position.

BANSHEE

Tiberium-based research, coupled with design elements from recently discovered alien technology, has resulted in the Banshee, a powerful aircraft of experimental design. Armed with twin plasma cannons, Banshees are capable of destroying an entire advancing GDI convoy or taking out important



Effective against lightly armored foes, Harpies are the newest breed of Nod attack helicopter.

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The next generation of aircraft technology, Banshees are fast and deadly.

structures. Their speed only adds to their effectiveness, making them doubly useful for the Nod commander and doubly deadly for the GDI.

TIBERIUM-BASED LIFE FORMS

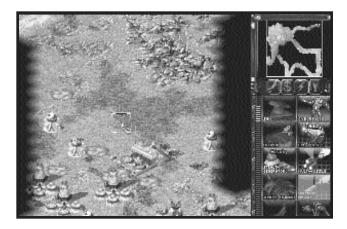
Throughout the *Tiberian Sun* and *Firestorm* missions, as well in many multiplayer maps, you face new and potentially dangerous Tiberium-based life forms. These may be as harmless as roving puddles of protoplasmic jelly, or as deadly as the raging Tiberium Fiend. Knowing the capabilities and weaknesses of each of these life forms can help you deal with them.

VICEROIDS

First sighted during the first Tiberium wars as harmless balls of oozing goo, the Tiberium-based life form known as the Viceroid has evolved into a much more deadly and destructive species. The original, docile form of the Viceroid can be found roving the terrain of any battlefield. These gray blobs move slowly, in an almost random fashion.

However, if two of these docile creatures should meet—look out. The second breed of Viceroid is born. These highly aggressive and deadly puddles scour the map looking for any building, vehicle, or Infantry unit to attack and

<u>UNITS</u>



Viceroids come in two flavors—regular and extra crispy.

consume. Viceroids are extremely durable, regenerate almost instantly in Tiberium, and cause horrific damage to anything they touch.

Viceroids are best taken apart by heavy vehicles like Titans and Tick Tanks. Try to group a small number of these vehicles when attacking a single Viceroid, as this Tiberium-based life form tends to be more than any individual vehicle can handle. Sending Infantry to destroy a Viceroid is akin to feeding this disturbing creature—it often eats Infantry in one gulp.

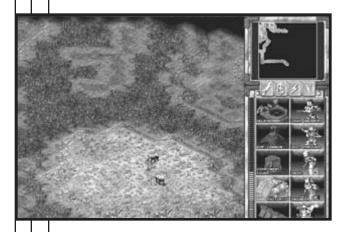
TIBERIUM FIENDS

The Tiberium Fiend is perhaps the most aggressive and dangerous of all Tiberium-based life forms. This creature is actually made up of Tiberium Crystals and is able to hurl these Crystals at an opponent with terrible speed. A single Tiberium Fiend can destroy a pair of Titans, or even a small group of MRLSs. And like all Tiberium-based life, a few moments in a Tiberium field restores its health completely. When engaging this cunning beast, attack with overwhelming force, using durable vehicles like Tick Tanks or Titans.

TIBERIUM FLOATER (Firestorm Expansion Only)

This bizarre new life form is deadly, though not as directly as the vile Viceroid or raging Tiberium Fiend. The Floater emits powerful electrical charges from

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Beware the Tiberium Fiend and its agressive behavior.

its body that do serious damage to any vehicle or structure it comes in direct contact with. For Infantry, it has an especially dangerous attack—it releases huge amounts of toxic Tiberium gases. This instantly liquefies any infantry units foolish enough to engage this creature, and immediately transforms them into the more dangerous type of Viceroid.

Although capable of dealing out terrific amounts of damage, the Floater can't take much punishment. A pair of Titans can make quick work of a Floater, as can a small pack of MRLSs.



Sic Titans or MRLSs on a Floater to take it down.

3

Structures

Battles in Tiberian Sun take you all over the map, but you spend most of your time in your base beefing up defenses, building new troops, and adding structures to increase your power. Understanding the function of each structure is critical to your success. The proper balance of buildings is as crucial to winning a scenario as the proper combination of units is.

GDI STRUCTURES

As the GDI commander, you have many choices for developing your base. Because of GDI's unique system of base defense, you can build a greater number of structure types than the Brotherhood can. Although basic structures such as War Factories and Refineries remain the same, GDI's more interesting units require some special structures unavailable to Nod.

MILITARY STRUCTURES

These structures are the basis of your army. Your War Factory and Barracks are responsible for discreetly producing units. Other structures, such as the Helipad and Service Depot, maintain your units to be battle-ready. Whenever you possess a base in a mission, you access these military buildings most frequently.

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The Construction Yard is the central structure of virtually every GDI base.

CONSTRUCTION YARD

This structure is the heart of your base. Without it, you cannot expand or replace any other structures. The Construction Yard is responsible for producing every other building in your base. In every mission where you possess a base, you begin with a Construction Yard, or at least an MCV that deploys into a Construction Yard. You must protect this structure at all costs and at all times. Losing it means you cannot create new buildings, including base defenses, so every loss you suffer is permanent.

BARRACKS

One of the first and most important structures to create is a Barracks, which trains all Infantry units. Basic Light Infantry, Disk Throwers, Engineers, Medics, Ghost Stalkers, and Jump Jet Infantry are all created in this small, tent-like building. Barracks are necessary for building some of the more advanced structures.



All of GDI's Infantry, including the Jump Jet Infantry and Ghost Stalker, are trained in a Barracks.

WAR FACTORY

Every vehicle you create, from the small Wolverine to the huge Orca Carryall, is built in the War Factory. Because the bulk of your attack force in most situations consists of Titans and a few auxiliary vehicles, you're building something here almost constantly. However, the War Factory can build only a few vehicle types on its own. Building more advanced vehicles requires the War Factory to work in conjunction with additional structures.



The War Factory builds all of your vehicles.

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At least one Helipad is necessary to build and rearm aerial units.

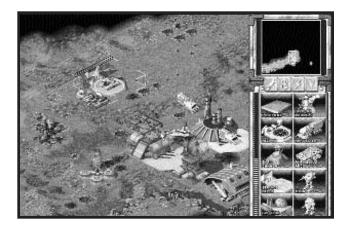
HELIPAD

GDI relies on its air force to harry the Brotherhood. To create aerial units, you must possess at least one Helipad. This structure is also used to rearm and refuel your helicopters after they return from attacks. If you lose your Helipads, your aircraft (except for the Carryall) become worthless. Only one Helipad is necessary to produce an air force, but having several allows much more rapid rearming, resulting in much faster redeployment.

SERVICE DEPOT

Any time a vehicle is destroyed, it represents lost money because you must spend Tiberium to replace it. The Service Depot negates most of this cost by providing inexpensive repair for any damaged vehicle. Even the most severely damaged unit can be returned to full working order thanks to this building. Whenever you have the opportunity to build one, do it.

If you capture an enemy building, consider putting a Service Depot in the enemy base. This way, you can repair your units near the battlefield, rather than having them retreat all the way back to your base and then return.



With a Service Depot, you can repair damaged vehicles for much less than it costs to build new ones in the War Factory.

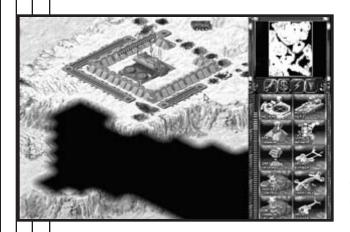
TECH CENTER

GDI's Tech Center doesn't produce anything itself, but without it, unit availability and defensive options are limited. You need the Tech Center to produce the Firestorm Generator, one of the most powerful and effective base defenses available. It is also required for the Ion Cannon and Hunter/Seeker control plugs for the Upgrade Center. Furthermore, it allows you to produce Orca Bombers, Disruptors, MCVs, Ghost Stalkers, and the Mammoth MK II.



The Tech Center allows production of advanced units, structures, and defenses.

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Two of GDI's most powerful and effective weapons are available only from the Upgrade Center.

UPGRADE CENTER

The GDI Upgrade Center is a unique building because it produces no units on its own, does not increase the ability to produce units, and has little value in terms of base defense. Still, this is a powerful structure when combined with either (or both) of two plugs. The Ion Cannon and Hunter/Seeker control plugs can be attached to its two upgrade slots. These plugs allow access to two of the deadliest weapons available.

The Firestorm Expansion allows for three types of plugs.

ION CANNON CONTROL PLUG

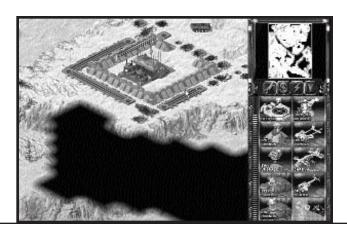
One of GDI's secret and most deadly weapons is the orbiting, satellite-mounted Ion Cannon. This weapon strikes without warning and with enough power to demolish almost any Nod building. A great precursor to an attack, it can wipe out virtually any base defense structure with a single hit. The plug itself is fitted into the GDI Upgrade Center.



The Ion Cannon control plug offers access to the incredibly effective Ion Cannon.

HUNTER/SEEKER CONTROL PLUG

Another deadly GDI innovation is the Hunter/Seeker Drone. When this battle robot deploys, it seeks out the enemy at an incredibly fast rate. When it locks on to a target, the Drone launches itself forward, slams into the enemy, and detonates, often destroying enemy units and damaging buildings within a large radius. The Hunter/Seeker Drone is uncontrollable; it automatically attacks opportune targets. The plug, like the Ion Cannon control plug, is fitted into the GDI Upgrade Center.



Fitting this plug into one of the upgrade slots in an Upgrade Center allows quick strikes against powerful enemy targets.

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DROP POD CONTROL PLUG (Firestorm Expansion Only)

This addition to the Upgrade Center allows GDI to use the Infantry drop pods in global combat. These pods can deliver their troops from the orbital command stations to any battle location on the map, allowing you instant Veteran Infantry reinforcement. Each drop pod is equipped with built-in antipersonnel chain gun to help clear the path for your deploying troops.

AUXILIARY STRUCTURES

Although you spend most of your time in your base producing structures, the auxiliary structures described in this section are equally important. These buildings control the overall well-being of your base by providing power, storage, and income. You haven't much reason to actually visit these structures, but you spend some time building and maintaining them.

The fragile nature of most of these buildings makes them tempting targets for Nod troops, so protect them well.

POWER PLANT

Every structure requires power to operate at maximum productivity. Power Plants



that a new building will strain your power supply, build a new Power Plant first.

If you ever worry

Without Power Plants, your base functions at minimum efficiency.

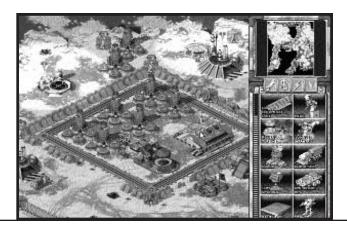
provide this juice quite efficiently. Each Power Plant supplies a limited amount of power to the other structures, and as you increase the size and scope of your base, you must find room to add more Power Plants. When power goes down, unit-producing buildings operate much more slowly, and some base defenses shut down entirely.

POWER TURBINE

GDI commanders wanted a way to increase available power at their bases without compromising space for other structures and units. The result was the Power Turbine, a small plug that fits into a regular GDI Power Plant. Each Turbine adds a little boost of available energy. The main benefits to the Power Turbine are that it requires no additional ground space, is cheap to build, and can be created rapidly. Each Power Plant can hold two Power Turbines.

TIBERIIM REFINERY

Although the Construction Yard produces structures, and nothing works properly without Power Plants, it's the Tiberium Refinery that is the true focus of your operations. All of your money comes from mining and processing the Tiberium Crystals that infest the world. Before you can use the harvested Tiberium to produce units and structures, it must be refined. Without the



Cheap and space-saving, Power Turbines are a great addition to your Power Plants.

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Your Tiberium Refinery is the center of your economic operations, and your economy drives your war machine.

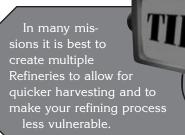
Refinery, you have no money to build or repair units and structures. Keep this building safe at all costs. A Refinery comes with a Harvester.

TIBERIUM SILO

Although you turn most Tiberium into buildings or units immediately, sometimes the harvesting operation surpasses



Tiberium Silos store additional units of processed Tiberium for later use.



your ability to spend. Because you lose excess Tiberium, keep a Tiberium Silo or two to store the surplus. Tiberium Silos are incredibly fragile and easily destroyed, so protect them with great care.

RADAR INSTALLATION

One of the difficulties a large map presents is that enemy units can sneak up and strike the more vulnerable areas of your base before you can

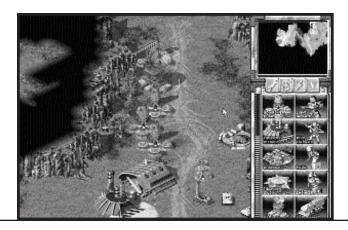
react. The Radar Installation is a great fix because it provides a small radar map in the top-right corner of your screen, allowing you to view incoming enemy units. The Radar Installation is also required for a number of units and structures, including all aerial units and Hover MRLSs.

Radar Installations are a tremendous power drain.

Make sure you have enough available power before building one.

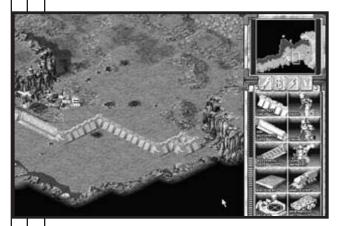
BASE DEFENSE

Active and passive base defenses help keep attacking Nod troops out and kill those who manage to breach the outer perimeter.



The Radar Installation offers an overview map that lets you view incoming enemy units before they strike.

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For keeping the enemy out of your base's sensitive areas, Concrete Walls are cheap and effective.

CAUTION

Walls can help prevent

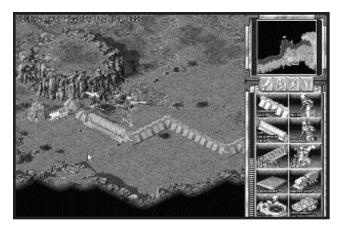
units from leaving.

CONCRETE WALLS

enemy units from entering your base, but they The least expensive way to prevent Nod troops from also prevent your sneaking into your base is by using large Concrete Walls. Nothing more than static defense, these walls impede all ground-based units from entering your base. Subterranean and airborne Nod units can pass under or over Concrete Walls, but for cheap protection, they're a good choice.

AUTOMATIC GATE

For additional protection around your base entrances, the Automatic Gate is a good choice. Automatic Gates open for any GDI units that wish to leave or enter the base, but remain closed to approaching Nod units. The Automatic Gate also prevents Tiberium fields from spreading into your base.

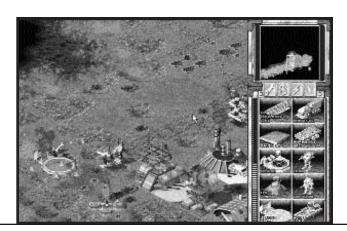


Automatic Gates help prevent access by Nod troops while allowing your units to freely enter and leave the base.

PAVEMENT

Concrete pavement doesn't sound very exciting, but it provides two important advantages. First, your units, especially your vehicles, move much more quickly on solid ground. Second, and more important, subterranean Nod units cannot surface through pavement.

Unlike other structures, pavement can't be placed where part of the desired location prohibits placement. In these situations, the pavement is laid on only the accessible squares.



It may not sound important, but pavement can save you a lot of hassles.

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GDI's basic base defense structure is the Component Tower.

COMPONENT TOWER

GDI's base defense system relies on the Component Tower. Though useless by itself, this small structure can mount one of three different weapons: a Vulcan Cannon, SAM, or RPG. Each weapon is mounted on top of the Component Tower. This versatility allows GDI to change and augment its base defenses as technology advances.

VULCAN CANNON COMPONENT

GDI's lowest form of active base defense is the Vulcan Cannon Component, also known as a VMG Tower. This piece attacks incoming Nod units. The Vulcan's twin high-powered machine guns mow through Infantry and light vehicles but are much less effective against more heavily armored Nod weaponry.

ROCKET PROPELLED GRENADE (RPG) UPGRADE

RPGs were designed mainly as a way to prevent incursions of heavier units into GDI territory. When enemy units approach, this weapon launches powerful grenades a great distance. Although the RPG was developed to battle heavy units, it's still fairly effective against Infantry. More expensive than the Vulcan Cannon, the RPG is also more efficient in dealing with Nod units.



VMG Towers provide excellent defense against Infantry and lightly armored vehicles.

RPGs are a much more effective means of defending your property than the Vulcan Cannon.



SURFACE-TO-AIR MISSILE (SAM) UPGRADE

The SAM Upgrade is GDI's only structure that defends effectively against air attack. Useless against anything on the ground, this component launches salvos of missiles against any unfriendly unit approaching from the air. Use SAMs in conjunction with ground defenses to protect them from being destroyed by Nod's ground units.

COMMAND & CONQUERTM TIBERIAN SUNTM ADVANCED STRATEGIES

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A base without SAMs is a base waiting to be destroyed from the air.

ELECTROMAGNETIC PULSE (EMP) CANNON

Few weapons pack the serious punch of the EMP Cannon. Even better, this interesting structure has great range, allowing you to decimate incoming attacks from a distance. The EMP Cannon Firestorm Expansion
Only: Advances in EMP
technology allow your EMP
Cannon to immobilize Nod Cyborgs
and target subterranean units. Any
subterranean unit caught in the blast
radius of an EMP burst immediately surfaces and remains stationary until the
effects of the EMP wear off.



The EMP Cannon can be used as a precursor to attacks or to blunt an approaching enemy group.

takes a while to charge, so you can use it only every few minutes. Its range is good enough that intelligent placement in your base allows you to strike at Nod base defenses and structures.

FIRESTORM GENERATOR

By itself, this structure is completely worthless, but when used with Firestorm Walls, it completely seals off your base. The Firestorm Generator produces a tremendous force field through Firestorm Walls, stopping any aerial or terrestrial unit from breaching your perimeter. Unfortunately, it takes a tremendous amount of energy to power Firestorm Walls, so the generator can be active for only a limited time. The shield can be turned on and off at will. When the Firestorm Generator is activated, anything over a Firestorm Wall section is destroyed.



The most powerful form of base defense, Firestorm Generators let you completely seal off your base.

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Use Firestorm Walls to seal off your base perimeter or important areas inside your base.

FIRESTORM WALL

Just as the Firestorm Generator is worthless without Firestorm Walls, the walls have no value without the generator. When the Firestorm Generator is activated, Firestorm Walls create an infinitely high, impenetrable force field that prevents any units from breaching your base.

Firestorm Walls
are useful for protecting your base's
exterior, and also for
walling off your Construction
Yard, Refineries, Silos, and
Power Plants.

NOD STRUCTURES

The Brotherhood uses fewer, although more versatile, structures than GDI does. Nod's defenses are much more straightforward than GDI's because GDI tends to use more straightforward military tactics than the Brotherhood does. Also, the Nod version of the GDI Service Depot is actually a vehicle, meaning there is no Nod structure equivalent. As the Nod commander, this can

work to your benefit because you have fewer infrastructures to build and your base requires less room.

MILITARY STRUCTURES

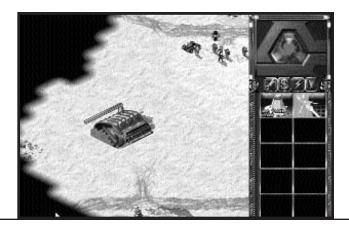
Like the GDI commander, you spend most of your time in your military structures when you're on your base. As the Nod commander, you have fewer structures to build than your GDI counterpart. The Brotherhood gets more out of each structure and has fewer, more flexible defenses that can deal with all varieties of GDI incursion.

CONSTRUCTION YARD

The Nod Construction Yard is identical to the GDI Construction Yard in all important respects.

HAND OF NOD

In most important respects, the Hand of Nod is identical to the GDI Barracks. Within this building, you create all Infantry units, including Light Infantry, Cyborgs, Rocket Infantry, Engineers, and the Cyborg Commando. You must have a Hand of Nod to construct many of the more advanced structures.



The heart of your base, the Construction Yard produces all other structures.

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All Nod Infantry units are created in this odd-shaped building.

WAR FACTORY

Except for the units it produces, the Nod War Factory is identical to the GDI War Factory. And like GDI, you need several additional buildings to produce the more powerful and interesting vehicles.



The War Factory produces all your vehicles, making it one of the most frequently used buildings in your base.



Helipads are necessary to re-arm Harpies and Banshees for further attacks.

HELIPAD

The Nod Helipad is identical to the GDI Helipad in all important respects.

TECH CENTER

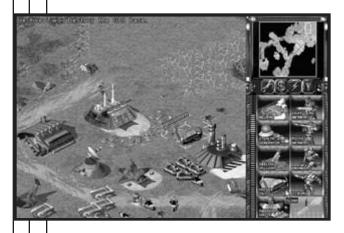
Nod's Tech Center allows the production of some very interesting structures and units. You can create Tick Tanks and other basic units with just the War Factory, but you gain the ability to build your more powerful units with the



Your most interesting base defenses come from the Tech Center, which also provides a few innovative ways to sneak up on GDI forces.

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For harassing GDI, few things are as useful or as potent as the Chemical Missiles launched from your Missile Silos.

Tech Center. Your Stealth Tanks, Devil's Tongues, APCs, and MCVs all depend upon this structure, as do several of your more important advanced buildings.

MISSILE SILO

One of the more interesting Nod innovations is the Chemical Missile, which uses Tiberium Veins to deliver potentially deadly toxins to the heart of GDI bases. Although the Missiles themselves must be developed using a Tiberium Waste Facility, they are launched from Missile Silos. These structures can transport their destructive package to any point visible on the map.

TEMPLE OF NOD

Physically impressive, the Temple of Nod allows the Brotherhood to conduct its research of Tiberium's properties. This research has led to the development of Nod's own Hunter/Seeker Drones and the Cyborg Commando. One of the last structures you create, a Temple of Nod is the true centerpiece of a Brotherhood base.



The Brotherhood's most impressive structure is its Temple, which allows the development of powerful and effective units.

AUXILIARY STRUCTURES

To function at maximum efficiency, you need a number of structures that do not directly produce units. Many of these buildings are critical to your overall success, but, like GDI's auxiliary structures, there is little need to visit them. These structures tend to be fragile and defenseless so protect them in all cases.

POWER PLANT

Although its basic structural appearance is different, the Nod Power Plant is identical to the GDI Power Plant in almost all important respects. Unlike GDI's Power Plant, however, the Nod version does not have plug sites for Power Turbines.

ADVANCED POWER PLANT

To get more power, Nod has developed Advanced Power Plants. These buildings have a slightly larger footprint than the basic Power Plant. This additional space is more than paid for by the vast power this structure generates. This

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Your basis of power is the Power Plant, which provides energy to all your structures.

More expensive and larger than a regular Power Plant, the Advanced Power Plant provides a tremendous boost to your available energy.



building is naturally more expensive to create than a basic Power Plant is, but one Advanced Power Plant does the work of several normal ones.

TIBERIIM REFINERY

The Nod Tiberium Refinery is identical to the GDI Tiberium Refinery in every important respect.



The economic heart of your operation is the Tiberium Refinery.

TIBERIUM SILO

The Nod Tiberium Silo is identical to the GDI Tiberium Silo in every important respect.



Cheap, efficient, and small, Tiberium Silos provide a great amount of storage.

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Your Radar Installation provides an overview map of the terrain and allows the production of important and powerful units.

RADAR INSTALLATION

In most ways, your Radar Installation is the same as that of GDI. The most important difference is that the Nod version allows for the production of more advanced Nod units. The distinction between Nod and GDI Radar Installations is important. If you are playing as the Brotherhood and capture a GDI War Factory, you cannot build advanced GDI units without first building or capturing a GDI Radar Installation.

TIBERIUM WASTE FACILITY

The Tiberium Waste Facility is similar to a Tiberium Refinery in most ways. Unlike the Refinery, however, the Waste Facility stores and processes Tiberium Veins rather than Crystals. These Veins are used directly in the creation of Chemical Missiles; without this building, your Missile Silos remain inactive. A Tiberium Waste Facility comes with a single Weedeater.



The Tiberium Waste Facility is used to turn Tiberium Veins into a substance useful for the creation of Chemical Missiles.

BASE DEFENSE

Naturally, you're doing your best to destroy any GDI bases you encounter. GDI is trying to do the same to you. Although Infantry and vehicles contribute to the defense of your buildings, the defensive structures you create provide the bulk of your base security.

WALL

Basic Nod walls are identical to those of GDI in most important respects, but for Nod they are slightly more useful. Because GDI has no subterranean units, walls effectively prevent any nonaerial unit from breaching your perimeter.

PAVEMENT

Nod pavement is essentially identical to that produced by GDI. However, since GDI units do not travel underground, pavement is much less important to Nod as a way to protect the base from sneak attacks. It is, however, very useful for allowing your vehicles to travel quickly through your base.

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This static defense prevents ground units from entering your base.

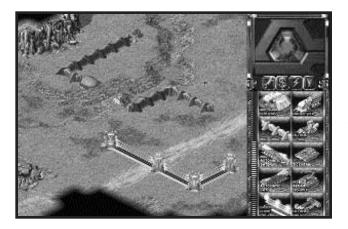
Pavement allows your units, especially your vehicles, to move much more quickly.



LASER FENCE

One innovation of Nod technology is the Laser Fence. Maintained by emitter posts, a continuous barrier of Lasers can be generated to stop all GDI ground units from passing. Two emitter posts placed relatively close together produce this fence. If you create a series of posts, even if one post is destroyed the fence remains. Be aware that erecting Laser Fences puts a serious drain on your power supply.

STRUCTURES



Laser Fences are a significant power drain, but effective walls can be created very rapidly.

AUTOMATIC GATE

The Nod Automatic Gate is identical to the GDI Automatic Gate in all important aspects. This structure can be erected between Laser Fences or Walls.

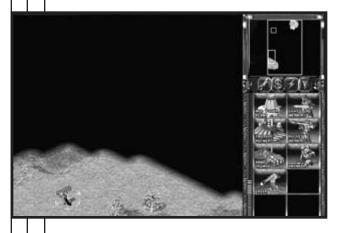
LASER

This weapon fires a focused beam of light at incoming GDI units, and causes a decent amount of damage. Equally good against Infantry and vehicles, the



Automatic Gates let your units move freely in and out of your base without the worry of GDI units breaking through.

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Equally effective against Infantry and vehicles, Lasers are your most basic form of base defense.

Laser causes more damage to softer, unarmored targets than it does to heavier ones. Though not extremely powerful, Lasers have their own power supply, which means they continue to operate even if your base is underpowered.

SAM SITE

In most respects, the Nod SAM Site is identical to the SAM Upgrade for GDI's Component Tower, but Nod SAM Sites have a slightly larger footprint. Use these in small clusters to deal quickly with any GDI airborne assault.



Nod's basic aerial defense is the SAM Site.

STRUCTURES



The wickedly powerful Obelisk of Light can crisp any GDI unit in a heartbeat.

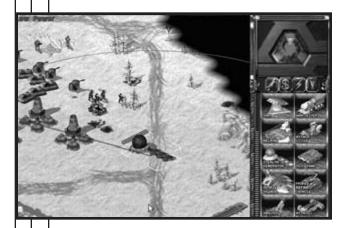
OBELISK OF LIGHT

Nod's most powerful base defense is the Obelisk of Light. A huge weapon, this device emits an incredibly powerful beam that can destroy most GDI units with a single hit. Those it doesn't destroy, it leaves weak enough to be finished off quickly by other defenses. The Obelisk of Light drains lots of power from your Power Plants, and it must be charged to operate. Additionally, it takes several seconds for the Obelisk to recharge, and it is ineffective against aerial attack. Have several of them guarding your base.



Powerful as a base defense or as a precursor to attack, the EMP Cannon can only fire every few minutes.

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The ultimate in keeping the location of your base private is the Stealth Generator. When active, it keeps everything in a large radius completely invisible.

ELECTROMAGNETIC PULSE (EMP) CANNON

The Nod EMP Cannon is identical to the GDI EMP Cannon in all important respects.

STEALTH GENERATOR

This strangely shaped building, when active and powered, creates a cloaking field in a large radius. Any friendly units in this the affected area are completely invisible to the naked eye, although GDI's Mobile Sensor Array can detect them. Units leaving the area become visible. Also, any unit created in

Always create
more power before
building a Stealth
Generator. This structure
sucks up a tremendous
amount of juice and may drain
all of your surplus and more.

a War Factory or a Hand of Nod is visible briefly as it exits the facility. The Stealth Generator requires a tremendous amount of power to run. Should your base become underpowered, the cloaking effects are lost.

4

Construction

ESSENTIALS OF BASE CONSTRUCTION

Whether you play as GDI or the Brotherhood of Nod, many missions involve creating a base of operations. A base provides a center of power from which to work, allowing you to create new and more powerful units. Without a base, you're limited to whatever units you have, and losses are permanent; therefore, your power diminishes over time. With a base, you grow ever stronger.

That is, you grow ever stronger with a *properly managed* base. When a base is designed to maximize your power, maintain open traffic lanes for your



Having a base helps get you ready for a good, long fight.

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units, and ensure the ability to grow larger, few things can stand in your way. Building and maintaining a viable base makes you difficult to defeat, whether you are playing against Al or human opponents.

STRUCTURE LOCATIONS

Early in a mission, add structures to your base as fast as you can build them. Often you start with nothing more than a simple Construction Yard or an MCV, so you must create all the necessary buildings to make your base viable. Where you deploy the MCV can determine how rapidly the base expands. The best location is near a Tiberium field—close enough that your Harvesters can reach it (and return) quickly, but far enough away to allow room for expansion.

Another prime spot for a Construction Yard is close to a map corner; this prevents attack from two directions. When a corner is neither available nor suitable, place your Construction Yard close to a map edge.

Remember to leave space between structures. It is rarely a good idea to construct two buildings directly beside each other. Not only does this hamper the flow of units within your base, it also makes those structures much more vulnerable to Ion Cannon and Missile attacks. If an Ion Cannon or Missile is



Where should you deploy the MCV? Near Tiberium and near the edge of the map is best.

CONSTRUCTION

fired right at the crux of two adjoined buildings, it will destroy them both. Leaving space between structures also allows you to move Engineers in to repair buildings that are at the back of your base more quickly, should they become severely damaged in battle.

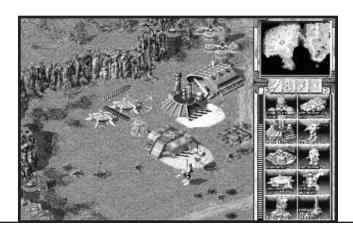
Now it's time to learn the three most important rules: factories up front, nonproducers in the back, and base defenses all around.

FACTORIES UP FRONT

For the GDI player, "factories" means Barracks, War Factories, Service Depots, and Tiberium Refineries. For the Nod player, it refers to the Hand of Nod, War Factories, Tiberium Waste Facilities, and Tiberium Refineries.

Placing the Refineries toward the front of your base gives your Harvesters quick and easy access in and out of the base, allowing you to accumulate wealth quickly. Placing unit-producing structures here lets you get fighting units into battle quickly. For GDI, a Service Depot near the front lets you get units in and out quickly. (Imagine how difficult this task would be if the Depot were at the rear.)

While your Construction Yard is considered a production structure, it does not have to be near the base's front. In fact, the best place for it is toward the rear because it doesn't need to be near areas where new units are deployed.



Structures that produce or interact directly with vehicles must be easily accessible; this means putting them up front.

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NONPRODUCERS IN THE BACK

Anything that doesn't directly produce units, repair units, or process Tiberium should be kept near the back of your base, where enemies don't have easy access.

Of course, you can't have everything at the back. Only a few structures can really sit all the way against the map's edge; your Construction Yard should be one. Next in line should be Power Plants. These buildings are absolutely critical to your viability and are also terribly fragile. Put Tiberium Silos here too. They're vulnerable and easily destroyed, and because they're small, they fit into tight spots nicely.

The Radar Installation also requires a protected location because so many advanced units and more powerful structures depend on it. Losing Radar means losing the ability to produce aerial units.

The middle part of your base should house all other structures—Tech Center, Helipads, GDI

Nod Stealth
Generators protect
units within a wide
radius around them. This
naturally means that you
should place them in many
different locations in your base.



Keep the fragile, essential buildings as far away from enemy attacks as possible.

CONSTRUCTION

Upgrade Centers, Nod Missile Silos, etc. These tend to be durable enough to take some damage before being destroyed.

BASE DEFENSES ALL AROUND

Placing base defenses on the exterior of your base is important because active defenses keep enemy units from attacking the heart of your base. Having a variety of defenses is important, too. For GDI, this means putting up Component Towers with VMG Towers initially. When RPGs become available, sell off the VMG Towers and install the RPGs. For Nod, Lasers are needed—enough to adequately cover the front of the base. These can be supplemented with one or two Obelisks of Light when they become available.

For both GDI and Nod, also place SAMs on the base perimeter. SAMs are incredibly important for both sides; without them, there is little protection against aerial attack.

Place a few defensive structures toward the base's interior, particularly around softer structures like Power Plants. Having a few backups can mean the difference between saving your base and starting the mission over. Placing defensive structures on the interior is especially important for GDI, who must combat Nod's ability to burrow underground and appear in the middle of the base.



Base defense is important on the inside of your perimeter, as well as along the edges, especially when commanding a GDI base.

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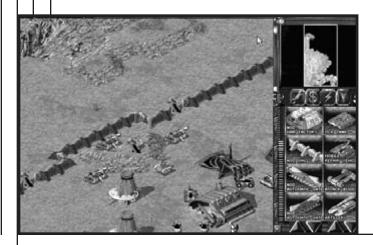
WALL PLACEMENT

Placement of walls is important enough to merit a discussion separate from other defensive structures. Whether Concrete Walls, Laser Fences, or Firestorm Walls, these structures are very important in channeling your enemy in a particular direction.

CREATING KILL ZONES

All walls stop the enemy effectively. Opposing forces must destroy Concrete Walls, disable Laser Fence emitters, or simply wait until impenetrable Firestorm Walls become inactive. Of course, you can't entirely surround your base with solid wall; you need an entrance so your own units can get out. This entrance must be heavily guarded and protected.

The Concrete Wall is still the most cost-effective and useful wall around. Laser Fence emitters are easily destroyed, and knocking through a couple of them creates a breach. Firestorm Walls only stay active for so long before they become completely worthless. Concrete, though, must be demolished, and this takes time—enough time for you to dispatch a few units to the trouble area to retaliate.



Walls protect the side of your base from enemy attacks; however, some units have the ability to shoot over the concrete.

CONSTRUCTION

Use the Concrete Walls to sculpt a deadly entrance to your base, loaded with time wasters and booby traps that must be defeated before the base itself is entered. A long corridor of concrete holding a few good

defenses, a couple of Automatic Gates, and some Laser Fences or Firestorm Walls keep enemy units occupied for a long time.

ACCESS IN AND OUT

You can't box in your entire base without preventing your own units from leaving. You must give yourself some access in and out of the base.

A minimum of two exits is best. Having a single exit makes it easy for the

enemy to bottle you up. If your Harvesters can't get out, you'll eventually run out of money and slowly become weaker while the enemy brings in more and more units. Even the most creative and deadly base defense wears down eventually under constant fire.

As a new feature for the Firestorm
Expansion, Concrete
Walls and Firestorm Defense
Walls can now be constructed five blocks at a time. This helps you lay down walls quickly and easily—as long as you can afford the hefty price tag of 250 credits per bunch.



The entrances to your base should be guarded heavily enough that they severely blunt any enemy assault before it reaches the interior.

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Walls keep the enemy out, but they can also keep you in. Your goal is to make it difficult for the enemy to get through, but easy for your units to move in and out freelu.

A second exit is also helpful for launching counterattacks. While your enemy is engaged at your base entrance, you can slide a few units out the side door and attack the enemy's flanks, hopefully without losing too much yourself.

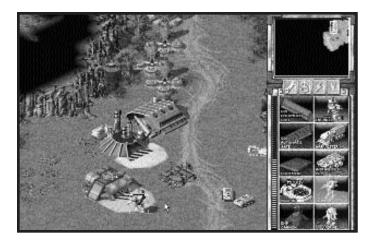
YOUR BUILDING ORDER

The order in which you create structures directly affects how quickly your power develops. Always proceed with defense first in mind, followed by power supply maintenance. The next concern is to increase military might. Finally, there's Tiberium storage, but you're too busy spending what you harvest to worry about this for a long time.

INITIAL STRUCTURES

The first structure you establish is a Construction Yard. This must be followed by a Power Plant because every other structure you create depends on this. Here are a few good guidelines to follow.

CONSTRUCTION



Base startup is always tense because you are vulnerable to enemy attacks. Fortunately, initial attacks tend to be small enough for your starting units to handle.

Get your harvesting operation underway immediately. After your Power Plant has been deployed, start to establish a Tiberium Refinery. There's plenty of time to worry about the other structures.

With a Tiberium Refinery in place, start creating the real meat of the base. A Barracks or Hand of Nod should follow the Refinery, followed immediately by a War Factory. With your production facilities in place, spend a little time creating some units to provide

protection while you build your economy.

These factories naturally put a tremendous strain on that single Power Plant, so build a few additional Plants next. As Nod, placing a War Factory gives you access to Advanced Power Plants, so choose these. As GDI, if you have access to Power Turbines, create them to alleviate the power situation. In general, keep an eye on your power supply.

Building a second Harvester the minute you place your War Factory helps kick start your Tiberium flow and lets you expand much more quickly.

When you see lots of red and yellow in the power meter bar, build more. If the meter shows any green, it's safe to create most structures without worry. Some Nod structures—the Obelisk of Light and the Stealth Generator in

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Maintain a close watch on your power meter next to the main game screen. If you think you need more power, you probably do.

particular—are such power hogs that you should never build them without creating more power first, regardless of your power situation.

After you have more power, it's time for a Radar Installation. All the most powerful units rely on this as a prerequisite, so create it early. Create a few more units and put some basic base defenses on the current base perimeter, and you have established the heart of your operation. Now you can take steps to make your base really click.

EXPANSION

What you build next depends greatly on the mission. Later missions tend to go a little longer than the earlier ones. After putting down some defenses, think seriously about a second Refinery. This gives you a good amount of storage and another place for your Harvesters to unload their Tiberium. Another Harvester is a good idea, too.

This stage is also a great time to start adding SAM sites or Component Towers with the SAM Upgrade.

If you are playing as GDI, build a Service Depot, a Tech Center, some Helipads, and if available, an Upgrade Center and the appropriate plugs.

CONSTRUCTION



A proper GDI base is difficult to break through, but tricky Nod forces will certainly try.

Finally, ring your base with Concrete Walls, put in a Firestorm Generator and Firestorm Walls to protect your fragile structures or base entrances, and surround everything with defenses.

When playing as Nod, a Tech Center is your next building. After this come Missile Silos and a Tiberium Waste Facility or two, when available. Place a Temple of Nod next, and end with Stealth Generators located at positions that



GDI's use of conventional tactics makes your unconventional base defenses even more useful.

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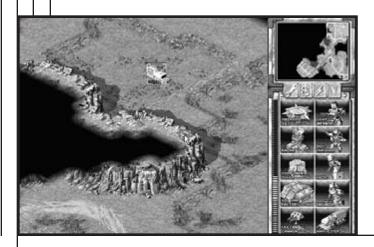
let them hide everything in the base. A few Laser Fences as extra protection around your Power Plants can't hurt, and well-placed Obelisks of Light—when hidden—are deadly for passing GDI units.

CONSTRUCTING YOUR ECONOMY

Whether you are playing against AI or humans, the production of units and structures is entirely dependent on Tiberium. When an army has

a steady, abundant supply of Tiberium, it's difficult to defeat. Losses are replaced quickly, damage is repaired, and new and more powerful structures and units are created constantly. Without Tiberium, damage and losses are permanent. An army cut off from its Tiberium supply is one that can be overwhelmed by a massive rushing attack or slowly chewed up by attrition.

There are two types of Tiberium: green and blue.
Green Tiberium is much more common and is about half as valuable as the blue variety. A Harvester filled with green Tiberium brings in 700 credits, but a Harvester loaded with blue Tiberium nets 1,400 credits—a substantial haul.



Given a choice, harvest blue Tiberium over green because of its value, but handle it carefully.

CONSTRUCTION

MULTIPLE REFINERIES, MULTIPLE HARVESTERS

As mentioned earlier, a single Harvester brings in between 700 and 1400 credits every time it returns from the

1,400 credits every time it returns from the nearest Tiberium field. With fields nearby, this can mean increasing your monetary supply every 60 seconds or so. But when harvesting more distant fields of Tiberium, you may wait for three minutes or more to finish building an essential unit.

The most obvious (and best) solution for this problem is to create multiple Harvesters. If one Harvester can bring in 700 credits of Tiberium every minute, two can bring in twice If left unharvested,
Tiberium grows and
spreads across the
landscape. Larger patches
of Tiberium are almost impossible to exhaust, even with
several Harvesters working at
the same time.

as much, and so on. Harvesters cost 1,400 credits each to build, so they require no more than two trips to create. And they pay for themselves very quickly. In any mission after the first few, you should always have at least two Harvesters, and in later missions, no fewer than three.

You can also create a second Refinery. While expensive to build at 2,000 credits, each Refinery comes equipped with a Harvester. So for 600 credits more than a Harvester costs, you get a Refinery, too. Additionally, each Refinery is capable of storing 2,000 units of Tiberium, meaning that a second Refinery delays the need to

build Silos for some time.



Multiple Harvesters mean a constant supply of Tiberium, which means a constant ability to increase your strength.



Destruction

BASICS OF COMBAT

The majority of your time and effort focuses on planning for battle—at your base, at the enemy's base, or somewhere between the two. Knowing how, where, and with what to attack makes all the difference.

USING INFANTRY

Using basic Infantry units effectively is sometimes difficult. They are slow, have problems running through Tiberium fields, don't have much power, and



Most of your time is spent planning attacks, conducting assaults, and repairing afterward.

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can be crushed by large vehicles. It sometimes seems that the only reason to have Infantry at all is to provide cannon fodder that diverts enemy attention away from your main force.

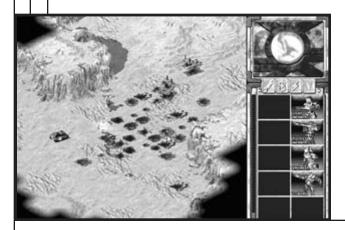
Infantry can be used effectively if you take time to plan and set them up in proper locations. Although useful in assaults on enemy bases, Infantry units shine as defensive units in your

own base because you can position them strategically.

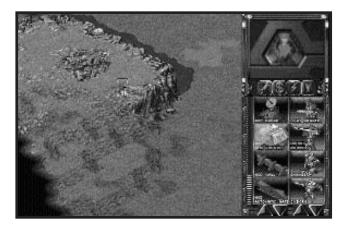
The best place for Infantry, particularly Light Infantry, Medics, and Rocket Infantry, is any terrain difficult or impossible for heavier vehicles to traverse. This keeps Infantry away from those dangerous treads and big Titan feet. Also note that when defending against Infantry advancing through this type of terrain, vehicles move more slow-

Both green and blue Tiberium are toxic to normal humans. Any GDI or Nod Infantry that crosses a Tiberium field takes damage just as if it were hit by enemy fire. Units killed from Tiberium poisoning become Tiberium-based life forms that are aggressive and difficult to kill.

ly, giving your units more chances to hit them as they approach.



Infantry units are also disturbingly flammable.



Rough terrain is the best place to keep Infantry because it keeps them from under the treads of enemy vehicles.

Otherwise, keep Infantry units dispersed so enemy vehicles can only crush one at a time while the other Infantry units keep attacking. Concentrate Infantry fire on lighter enemy targets like other Infantry units and light vehicles. This is especially true for Light Infantry. Disc Throwers and Rocket Infantry are best suited for attacks against vehicles in general.

When assaulting enemy bases with a mixed force of vehicles and Infantry (we'll discuss this in more detail later), transport Infantry in APCs. This allows them to strike at the same time as the vehicles. Otherwise, your Infantry will arrive late and be slaughtered.



APCs help keep Infantry with the rest of your force.

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Main Vehicles

Undertake main assaults with units that are durable enough to stand up in battle and can hit with enough power to make the assault worthwhile. For the GDI player, this means Titans. For Nod commanders, use Tick Tanks, and lots of them. Depend on these units to finally smash through the enemy's perimeter. Defensively, these are the units you use to repel the enemy if it breaks through your base defenses.

Although all units are important in a firefight, the advantages of these two particular units are many. While both have some trouble dealing with Infantry units, they are capable of crushing opposing troops quickly and easily. Both Titans and Tick Tanks can stand punishment, and both are equipped with weapons that deal tremendous damage to armored foes and structures—and they can do so from a good distance.

Tick Tanks are better on defense than offense because of their unique design; their deployed stance makes them much more durable. Still, even in mobile mode, Tick Tanks are the most well-rounded and capable Nod units. Titans are equally good at attacking and defending. They do not have a deployed mode like Tick Tanks, but they are more mobile.



Titans are a great all-around units because of their durability and power.



Tick Tanks are well suited to base defense and assaulting enemy positions.

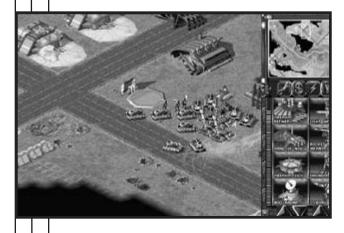
SUPPORT VEHICLES

The other units at your disposal are there for a reason. Wolverines and Attack Buggies are much more effective at dealing with enemy Infantry. Attack Cycles and Hover MRLSs are perfect for air defense and for attacking enemy units from range. Stealth Tanks are excellent for surprise attacks against incoming GDI attacks, and Devil's Tongues can easily outflank an enemy engaged with your other forces. Disruptors are devastating units that can



A force of Disruptors is likely to be wiped out. Disruptors aren't durable enough to stand up to much damage, and they have a tendency to get in each other's firing paths.

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Artillery pieces, when used efficiently, can deal devastating blows to your enemy.

swoop in after the battle starts and demolish entire ranks of enemy units. Disruptors are also good for defense because they can often destroy incoming Nod troops before they can set up to fire at you.

Artillery is something of a special case. First, Both Nod Artillery pieces and GDI Juggernauts must be set in place before firing, which makes them difficult to employ in a moving front. Second, the shells' trajectory creates a several-second delay between firing and arrival, making them less useful against moving targets.

Artillery is best used in two situations. First, Artillery serves as a good deterrent when placed slightly behind your base defenses—out of the attacker's range, but within the Artillery's range. The second proper use for Artillery is as a precursor to an attack on an enemy base. Move in with your units, set up Artillery behind them, and shell the daylights out of your opponent's defenses. Use more durable units like Titans or Tick Tanks to protect your Artillery units against counterattack.

TIBERIUM IN WAR

Just as Tiberium is your economic lifeline to the construction of new units and structures, it is also vitally important to the efforts of your enemies. Throughout

many missions and multiplayer games, much of your time and resources is spent protecting your own Tiberium refining operations and destroying those of your opponents. The first target in any attack on economy—yours or your opponent's—is the Harvester.

PROTECT YOUR INVESTMENT

Because Harvesters must actually go out into the field to collect Tiberium, and because they are completely defenseless against anything but Infantry, they are the most vulnerable link in your economic lifeline. In addition, they are the most critical link because without Harvesters, your economy is completely stifled. Protect your Harvesters at all times. There are several ways to do this.

The easiest way to keep Harvesters safe is to keep them working in Tiberium fields close to your base. This allows for a quick credit turnaround, and you can pull them back to safety inside your base if enemy units approach. Good base planning may allow you to protect the Harvester with your base defenses as the Harvester works. Very few things discourage enemy units from attacking a Harvester like a nearby Obelisk or a row of RPG Towers.

Most of the time, however, you must send your fleet of Harvesters into the neutral zone between your base and the enemy's. In these cases, stacking a few good units in the Tiberium field offers some protection to the Harvester



Working the Tiberium fields near your base allows you to pull Harvesters back to safety when threatened.

PRIMA'S OFFICIAL STRATEGY GUIDE



Lone Harvesters are easy prey for enemy units.

while it works. Use a variety of units for this purpose. Protect the Harvesters from both aerial and terrestrial enemies. Hover MRLSs or Stealth

Tanks are great Harvester guards because of their ability to attack both ground and air units.

One added benefit of keeping units around the Tiberium fields you're harvesting is that enemy Harvesters may attempt to take the same fields. Your units automatically attack and hopefully destroy them completely while your own Harvesters work unmolested.

While playing Nod in Firestorm missions and multiplayer maps, the Reaper is the ultimate Harvester guardian. It can effectively immobilize Infantry, as well as damage or destroy even the heaviest of vehicles and aircraft. Finally, a simple trip to the Tiberium field it is guarding quickly heals the Reaper of any battle damage.

THE ENEMY ECONOMY

It is in your best interest to do everything you can to destroy the enemy's economy. If you can wipe out enemy Harvesters, destroy Refineries, and demolish or capture Silos, you can prevent your opponent from repairing any

damage or replacing lost units. When this happens, the mission simply becomes a battle of attrition in which you can roll over the enemy without worrying about retribution. Once your own economy is stable, your greatest priority should be to eliminate as much of the enemy's Tiberium harvesting and storage operation as possible.

ATTACKING HARVESTERS

While many things are different between GDI and the Brotherhood of Nod, one significant point remains the same: Everything runs on Tiberium, and all Tiberium must come from a Harvester. Whenever possible, go out of your way to destroy enemy Harvesters.

There are a couple of ways to find enemy Harvesters promptly and efficiently. Enemy Harvesters, like yours, must generally leave the confines of the base to find Tiberium. Planting a few powerful units in the Tiberium fields near the enemy base is a good way to quickly encounter these Harvesters.

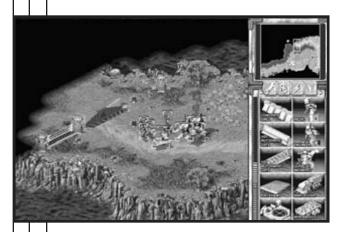
Another good way to find Harvesters is to camp a large group of units near the enemy base's main entrance. Place your units at a The enemy will figure out this camping strategy eventually and start sending guards to protect the Harvesters.

Don't forget about these additional units; send in a few reinforcements after you have destroyed a Harvester or two.



Destroying an enemy Harvester is a significant event. Harvesters are costly and time-consuming to replace, and while they are being built, powerful military units are not.

PRIMA'S OFFICIAL STRATEGY GUIDE



With the front of the enemy base in view, but Artillery and Lasers out of range, this group waits for the next Nod Harvester to pass.

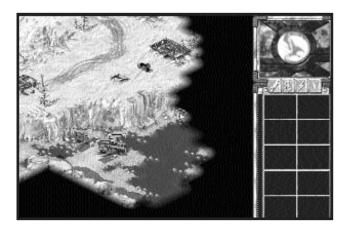
distance where you don't attract the attention of base defenses, but not so far away that Harvesters can avoid you easily. A large group of Titans or Tick Tanks, around 10 or so, should have no problem destroying any Harvester that lumbers by.

ATTACKING AN ENEMY BASE

Once you have damaged your enemy's economy by destroying Harvesters and securing Tiberium fields for your own use, your next priority is attacking the enemy base. Attacking properly, with the right mix of units in the right place and at the right time, can cover for other shortcomings. If you attack well, you can be a little less diligent in harvesting Tiberium. You can also be a little less careful and efficient in building your base and setting up your defenses.

SCOUTING

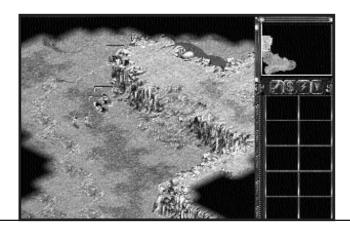
When scouting, concentrate on the area directly across from your starting location. If you start in the bottom-left corner, the enemy is probably in the top-right corner. If you start along the right side, the enemy base is likely along the left side.



Don't worry if you lose a few scouts. You must find the enemy base, and this is the best way to do it.

Finding the base and the best way into it is a job for faster vehicles. For Nod, the best choice is Attack Cycles. For GDI, Wolverines are inexpensive and have good speed on open terrain. Also, Hover MRLSs, while a little expensive, are fast enough to avoid much trouble and can cross most terrain with ease.

When scouting, loop around the map edges. Don't follow roads because they're likely to be traveled by enemy patrols. Hug the edges of the map and try to approach the most likely location of the enemy base from the side or



The Nod Attack Cycle is the premier scout unit.

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rear. This method usually puts you closer (and without drawing any fire) than a more direct approach would.

When you've spotted the enemy base, pick a direction and figure out its dimensions. Follow the walls to get an idea of general size and shape.

Remember, this draws fire from the defensive units in the base, as well as from the defensive structures.

Keep your scouts moving. Nothing draws heavy fire like

Now that you know the general location of the enemy base, you must learn specifics about the layout. Send a few more scouting units to get a better feel

Keep your scouts moving. Nothing draws heavy fire like a unit just hanging around an enemy base.

for the base's dimensions. Try to expose the terrain all the way around the base. Have some other fast units expose the terrain away from the enemy base, which allows you to see what is happening around the enemy base and find a staging area for your attacks.

With the outline of the base fairly complete, it's time to lose a few units. Select one of your scouts and try to locate a gap into the enemy base. Run the unit directly through any gap you can find and try to reveal as much territory inside the base as possible. The units you send in will be destroyed, but if you can find critical economic or unit-producing structures, it's money well spent.



It's a suicide mission, but it gives you a better idea of the layout of the enemy base. Finding the Power Plants makes your life easier.

WHAT TO HIT

Beyond the initial base defenses, you have several options as targets. Should you take out the unit-producing structures, crippling the enemy's ability to replace losses? Should you take out the Refineries, damaging their economy? Should you look for other defensive platforms and take them down, making future assaults easier?

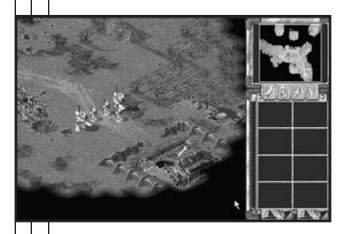
Generally speaking, the best first targets are Power Plants. If you can take down a couple of these, you basically unplug the base; many defenses no longer function, and unit-producing structures take much longer to produce. Wiping out a row of Power Plants can be a major setback for the enemy, and may be enough to swing the tide of battle completely in your favor.

Next on the target list is the Construction Yard. If you destroy this building, the enemy cannot replace any structural losses. Any base defense you destroy is irreplaceable, and the same is true of the Power Plants that you've already eliminated. After the Construction Yard, hit the War Factory, then either the Barracks or Hand of Nod to eliminate unit production. Once these are gone, go for Silos and Refineries.



An unpowered base is a base waiting for destruction or capture.

PRIMA'S OFFICIAL STRATEGY GUIDE



Few things are as gratifying as watching the enemy Construction Yard engulfed in flames.

ATTACK GROUPS

Start creating your army if you haven't already. Build a sizable force of Tick Tanks or Titans. A dozen is a good initial goal. Along with these, create some support units: Artillery, Hover MRLSs, Attack Cycles, Wolverines, and the like. When you have your attack force ready, move it out as a unit to an area relatively close to, but beyond range of, the enemy base.



Remember to keep your attacking force separate from your defensive units.



Staging your attack near the enemy base allows you to put your units into combat at roughly the same time.

Get all of your units to the target at approximately the same time. Your units travel at different speeds, so your support units, which can't handle the direct assault, arrive before or after the main force, making them sitting ducks for base defenses and enemy units. This is especially true if you're using Infantry and aren't moving them in APCs.

Once your force is at the staging area, look around for a few moments. Enemy Harvesters may be nearby, and picking off a few of these as a precursor to your attack is generally a good idea. Your enemy must then spend time and resources replacing them, which means spending less for repairing structures and producing military units to replace losses from your attack.

Mass your fire on important targets.

Letting units choose their own targets damages many, but destroys few. Si Titans can take out a Dev

Start bombarding base defenses with your long-range units while the main force moves into position, just out of range. Once defenses start going down, move in and start shooting.

Mass your fire on important targets.
Letting units choose their own targets damages many, but destroys few. Six Titans can take out a Devil's Tongue before it has a chance to fire. The same is true for a half-dozen Tick Tanks against a Disruptor. Choose the most dangerous or important targets, and focus your units on them.

PRIMA'S OFFICIAL STRATEGY GUIDE

RETREATING

It is possible to make a poor judgement call. Maybe a part of the base you thought was lightly defended is actually a fortress, or maybe you simply didn't bring enough firepower to get the job done. This isn't a problem; there's no dishonor in retreating.

However, a disorderly retreat is likely to get your units killed. If you just tell everyone to run for your base, you'll take losses as you pull back

and enemy units pursue. There's a better way to retreat that costs some units, but not nearly as many.

Using the Group command, designate a small crew as your covering force when you retreat. Tell the main force to pull out, then select this covering force and have it attack. The covering force engages the pursuing enemy units, keeping them occupied while the bulk of your army escapes.

If attacking with a mixed group that includes Infantry, select them for this mission. They're easy to replace quickly, making them a perfect choice for covering a retreat.

There is no correct amount for this force, but selecting about one unit in five is a good choice. Tick Tanks and Titans, because of their ability to handle all enemy forces relatively well, are the best choice for covering retreats.



While the main force pulls back, a few units sacrifice themselves to provide covering fire.

THE IMPORTANCE OF ENGINEERS

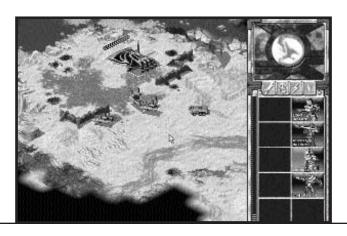
Those fragile Engineers are important units to have when assaulting the enemy base. Engineers have the ability to take over enemy structures and turn them into your own buildings. Moving an Engineer inside an enemy building turns it, and all the benefits it provides, to your side.

The first goal of any Engineer in the enemy base is to take over the Barracks or Hand of Nod. The reason should be obvious—if you control this structure, you can produce Engineers in the heart of the enemy base and use them to take over other structures without having to bring them from your own base. War Factories are another good choice, as are filled Silos,

Refineries, and the Construction Yard.

In short, stealing enemy structures gives you a base to work from that is much closer than your main base. It allows for quicker assaults and constant harrying of enemy structures and units. If the enemy presses the attack, you can sell the structures you've taken for profit, while preventing the enemy Engineers from stealing the structure back.

Because Engineers are so fragile, don't send them in first. Move your forces past the building you want to steal, then move in the Engineers. This provides a defensive perimeter and lets the Engineers do their work in relative safety.



With the Hand of Nod in your possession, you can churn out Engineers who are virtually at the doorstep of many buildings that are worth taking.

PRIMA'S OFFICIAL STRATEGY GUIDE

DEFENDING YOUR BASE

Like it or not, you will be attacked. Just as you send probes into the enemy base, the enemy is attempting the same. Be prepared to handle anything from a couple of Light Infantry to a dozen tanks or more. The enemy attacks, and attacks frequently. Setting up your base correctly minimizes the damage you sustain and the repair work you must do afterward. Your key defenses are your structures and guarding units.

PLACING EXTERIOR DEFENSES

You know that defensive structures are important to your overall position. Put some along the outside of your base—putting some inside the base is a good idea too. But where, exactly, should they go?

Remember, you want overlapping fields of fire. Each area of approach to your base should be within range of at least two defensive structures, whether Don't forget
about SAMs. Set
these up in the same
way as your other defenses so that every approach to
your base has at least two
SAM Sites within range.

they're Lasers, RPGs, Vulcan Cannons, or Obelisks. This increases your chances of destroying approaching enemy units before they do too much damage.



Where should you place that new Component Tower?

DESTRUCTION



Repairs can take place in the heat of battle without slowing down the defensive batteries.

An excellent place for defensive structures, when you have the opportunity, is along the edge of higher ground. As the enemy approaches, many units hug the sides of higher ground for cover as they advance toward your base. Your structures here can pick their shots as the enemy moves past. This isn't always possible, and many times your base is on low ground. However, you can use an MCV to construct an advanced base on a plateau to assault enemy attacks on the way to your main base.

DEFENSIVE UNITS

Defensive structures are your main line of defense, but having a stash of units that can move to plug holes or take potshots at the enemy helps you break the teeth of enemy attacks quickly.

Station several defensive groups around your base. Place varied units slightly back from the base's edges to keep them out of range from enemy units as they move in, but close enough to counterattack when needed. Having six tanks plus support units at each location is a good plan. If enemy attacks are heavier, increase this number, but never decrease it. Even if the enemy attacks are feeble, overkill in base defense is never bad.

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While your defensive guns take on enemy invaders, your units can surround them and finish them off.

If you can't afford to leave units near every base approach, still establish two defensive groups. The first should be made of heavy units—Tick Tanks or Titans—and support units. The second should consist entirely of the fastest inexpensive units you have—either Attack Cycles or Wolverines. Should the enemy attack, these units can reach the conflict before your heavy units and can hold off the assault while the

larger units move in. A fast strike force to plug holes followed by a main counterattack force works well, but the strike force usually suffers heavy losses.

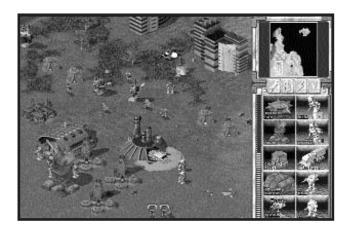
GUARD MODE

Guard mode tells your units to attack aggressively as soon as enemy units come within a particular range, even if you

don't direct them to. This does have some benefits, but it can also be a disadvantage. There is a time and a place to use Guard mode, and a time when it's the worst thing you can do to your troops.

Remember that
your defensive units
are strictly for
defense. Don't send them
into the enemy base, or
you'll leave yourself open to
attack if the assault fails.

DESTRUCTION



You want your defensive units to attack as a group, not one at a time. Don't use Guard mode unless you're going to be away from your base for a long time.

The main advantage to Guard mode is that when enemy units approach, your units charge them and keep them away from your base—and your structures. Battling the enemy away from your base helps reduce the chance of your more vulnerable structures getting caught in a crossfire. However, this can work against you if your units attack so far away from the base that your defensive structures can't help in the battle.

A more serious issue is that units in Guard mode don't alert other units nearby. Rather than charging all together, units in Guard mode may attack one or two at a time and be decimated as they move away from the base. Infantry units on Guard mode are sitting ducks for approaching heavy vehicles.

It's best to place any units inside your base guarding critical structures on Guard mode to attack if the enemy gets inside your base. Leave units guarding the exterior off Guard mode and command them as a whole whenever possible. Only place these units on Guard mode in extreme circumstances, like when you are away directing an assault against the enemy base for extended periods.



Tiberian Sun GDI Missions: Evolutionary Response

There are several optional missions in the GDI campaign. Although it is not necessary to complete these missions, doing so makes subsequent missions *much* easier.

GDI MISSION 1: REINFORCE PHOENIX BASE

Objectives:

- Build a Tiberium Refinery.
- Build a Barracks.
- Destroy all Nod forces.

WALKTHROUGH

Because this is your first mission, expect the fighting to be light, the Nod forces to be sparse, and your victory to be easy. Move your units into the base through the Automatic Gate and start the Construction Yard working on a Tiberium Refinery immediately.

When the Tiberium Refinery is done, place it near the Automatic Gate so your Harvester has the shortest possible route to the Tiberium. As soon as you

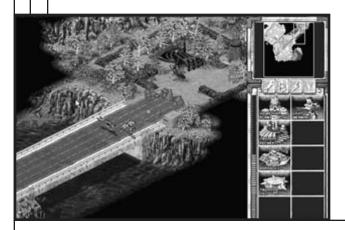
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The Tiberium Refinery can be placed anywhere, but putting it close to the gate ensures the quickest turnaround.

place the Refinery, the Harvester appears and heads to the field south of the base. Send some units with the Harvester for protection. Nod has a few units guarding this area; clear them out so the Harvester can work in peace.

Now that the Refinery is built, the Harvester is working, and the Tiberium field is cleared of Nod units, it's time to work on the Barracks. Start building one, and place it anywhere in the base when it's done. Structure location isn't critical in this mission because the Nod counterattacks are mostly feeble. Start pumping out Light Infantry units; keep the Barracks working until you



Fortunately, the Nod base is extremely small and easy to destroy.

have a group of 10 soldiers ready to go. Doing this may take a little time because you need some of that Tiberium you're harvesting.

Use this time to explore the rest of the areas south and east of the Tiberium field. Pay special attention to the bridge and the Nod units guarding it, in the southeast. The same force you used to clear the Harvester's path can probably handle these units, but if you've taken a few losses, send some additional troops. When this area is secure, follow the road in front of your base to the east. When you reach the bridge, stop. The Nod base is on the other side.

Now, group your 10 Light Infantry and run them across the bridge at full speed. Be sure all are across before you commence attacking. Kill the guarding Nod Infantry units first, then destroy the Hand of Nod and the Power Plant. Be careful; exploding buildings tend to create a lot of shrapnel, and you can lose several units from flying debris. When the base is wiped out, you gain a victory and move to the next challenge.

MISSION 2: SECURE THE REGION

Objectives:

- Deploy the MCV and begin building a base.
- Destroy all Nod SAM Sites.
- Destroy the Nod base.
- Evacuate civilians.

WALKTHROUGH

Your troops appear on the western side of the map, near the middle. This small initial force includes an MCV, which you can use to create a Construction Yard—the heart of your base. Deploy the MCV just to the south of the road that runs through the map. Immediately build a Power Plant, then a Tiberium Refinery. While these structures are being created, move your Wolverines to the small hill where the two SAM Sites that destroyed the Orcas are. There's no Nod resistance near them, so the Wolverines can destroy them easily.

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The third SAM Site is easy to obliterate after you handle the few Nod troops guarding it.

You should have the Refinery built by the time the second SAM Site is destroyed. The Harvester immediately starts working and bringing in credits. As soon as you place the Refinery, create a Barracks, followed by another Power Plant and a War Factory. The War Factory should first produce a Harvester, which you can use to double your Tiberium intake before beginning military unit production. Send the new Harvester to a Tiberium field, then start building Wolverines. Place a couple of VMG Towers to the south too.

Meanwhile, direct the two Wolverines that destroyed the SAM Sites to go north along the side of the river. They encounter minor resistance on the way. The Wolverines may become damaged but should be able to handle anything they encounter. On a plateau, they discover a third SAM Site. Destroy it as soon as you finish off any nearby guards. Keep exploring all the way to the northern and western edges of the map. A few Nod troops hide up here, and if you don't find and destroy them, they'll harry your base later in the mission. Your scouts also find a damaged bridge that leads across the river.

After clearing the top of the map, focus on the south. Assemble the Wolverines you've been building with some Light Infantry and Disk Throwers, then head south. (Continue creating Wolverines and Disk Throwers.) Move them across the small bridge at the bottom of the map. They encounter a sizable but easy Nod force as they cross. Follow the road north and east to discover another pair of SAM Sites weakly protected by a wall of sandbags. Destroy the sites before moving on.



Nod forces definitely don't want you venturing too far south.

Follow the road as it bends north and goes through a destroyed town. The civilian population you must evacuate is hidden in these buildings; expect some Nod resistance here. Move through and go north. As you progress, you find the opposite end of the destroyed bridge your Wolverines located earlier. Stop your force here and create an Engineer back at your main base.

When the Engineer is ready, send him to the bridge and into the small building next to it. This repairs the bridge, giving you direct access from your base into the heart of the Nod camp. Move the units you've been building across the bridge to join your exploratory force. Take the large group down the road and into the unexplored terrain to the northeast. Back at your base, build a few more Engineers. When the exploratory group reaches the opposite side of the bridge, it should have located the sixth SAM Site. If not, you find it when you start down the road. Destroy the site before continuing. The Nod base isn't much farther, and it's guarded by a pair of Lasers.

The Lasers are quite dangerous; destroying them costs a few units. Fortunately, the combined firepower of the Disk Throwers and the Wolverines can make quick work of these weapons, so losses should be minimal. You may also get to destroy, or at least damage, the Nod Harvester as it moves in or out of the base. When the Lasers are down, move your force into the base, but don't attack any structures. Your forces naturally counterattack any Nod units that get too close, but the structures must stay intact.

PRIMA'S OFFICIAL STRATEGY GUIDE

It's time to move that group of Engineers you created. But first, create another Power Plant or two back at your base, then direct the Engineers to take the Hand of Nod, the Refinery, and the Radar Installation. Taking these structures puts a huge drain on your power. Now switch unit production to the Hand of Nod, create additional Engineers, and send them to capture Nod Silos, the War Factory, and the Construction Yard. Blast through any guard units, and use your forces to destroy the Nod Power Plants.

Your objectives indicate that you should destroy the SAM Sites before the base, but it really doesn't matter. The seventh and final SAM Site is on a small plateau overlooking what used to be the Nod base. Send in your troops to destroy the site. With the final objective completed, and all the SAM Sites eliminated, a new Orca Transport appears from the western edge of the map and flies into the destroyed city at the map's center. The civilians load up, and the Transport flies off to bring the mission to a successful end.

Mission 3A Optional: Secure the Region

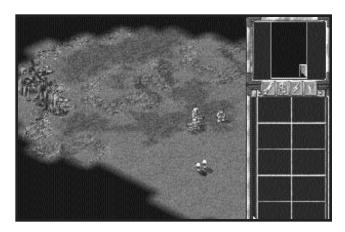
Objectives:

- Destroy all Nod structures.
- Capture the train station.

WALKTHROUGH

You begin this mission with a small force, including a trio of Engineers, starting in the extreme southeastern corner of the map. Move this group west until you spot a Nod relay station guarded by a Light Tower. Avoid the spotlight and send an Engineer to capture the relay station. This triggers reinforcements, including a Medic.

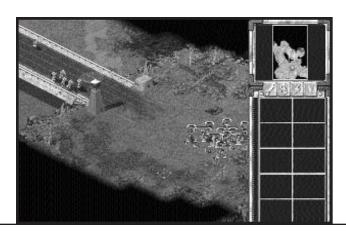
Now head west under the bridge toward the left side of the map, then turn south. Your troops climb a small rise to a plateau that holds another relay station guarded by a small force of Nod troops. Send another Engineer to capture this relay station and, once again, you gain a few reinforcements. Move them in and have the Medic heal your wounded Infantry.



There's not much resistance at the second relay station.

When your forces are together, send them across the bridge here (it's the same one your troops walked under earlier). On the other side you find another Light Tower but no relay station. Avoid the spotlight and continue away from this tower, heading northeast along the plateau's edge, until you find the next bridge. With your military units leading the way, cross it.

On the far side of the bridge, you are spotted by another Nod Light Tower. Then three Light Infantry and an Attack Buggy move in and attempt to destroy the bridge. Your military units should be able to stop them from doing



After the battle, the military units wait for the Engineers to cross the bridge and join the main force.

PRIMA'S OFFICIAL STRATEGY GUIDE

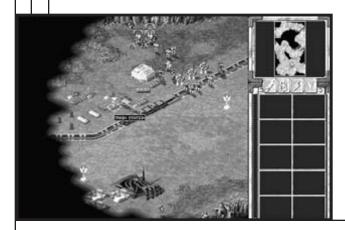
this, but if they don't, repair the span with an Engineer. Continue moving east, then north, and then kill the Nod Engineer guarding the next bridge. Repair the bridge using one of your own Engineers and cross to the other side.

Head north through the small town. Nod has set up an ambush in the town, so keep your combat units in front. If you then have the Medic heal the Infantry, taking down targets of opportunity until the resistance is eliminated should be fairly easy. Heal the wounded and move to the top edge of the map.

From this location, your objective lies directly to the west. Head that way; you're getting close when you find train tracks. Go south to find a small Nod base that you must destroy to fulfill one of your objectives.

Move in with Engineers and grab the War Factory; sell it to gain some credits and four Light Infantry. Keep three of them away from the battle. These three must finish the mission in the area on the far west. You should have little trouble wiping out resistance in this small base. Disk Throwers are extremely useful for dealing with the Lasers. Because you don't have any power, sell most of the buildings and save the money to produce additional structures later in the mission.

Now it's time for the train station. Send an Engineer to grab it, and have another Engineer take the Hand of Nod. A few additional Nod structures and Lasers are to the south; send your remaining units to deal with these. Grab the Nod Construction Yard, build a Power Plant, then sell the Construction Yard. Create a few additional units and send them south along the western edge of the map to destroy the first Laser. Next, destroy the two Power Plants; doing



The train station is tough to spot, but it's easy to capture.

so destroys the remaining Lasers nearby. Move down the slope east of this position and mop up what remains of the Nod forces.

Destroying the Power Plants also brings in a few last reinforcements for the mop-up. They enter the train, which drives off to end the mission.

MISSION 3: LOCATE AND SECURE THE CRASH SITE

Objectives:

- Locate the crash site.
- Capture any Nod Tech Centers.

WALKTHROUGH

Start by putting the MCV in a good area near where you enter the map—in the southwest. Build a Power Plant and Refinery, followed by a

Barracks, a War Factory, and at least two more Power Plants. Get the War Factory working on a second Harvester as soon as possible. Nod forces attack constantly during the early parts of this mission. Build up enough to make powerful units to retaliate, and create VMG Towers to repel anything that gets too close to your base.

With the second Harvester working, get those Component Towers in place to protect the southern and eastern sides of your base. One or two to the south and three or four along the east should provide adequate protection from constant, but fairly weak, incoming enemy forces. As soon as you can, have the War Factory start producing lots of Titans. Use the first few to protect the base, but use the rest specifically to attack the two Nod positions you must infiltrate.

The next step requires Wolverine support and a minimum of 12 Titans. Send this group north and east through the city next to your base. Follow the road to the Laser Turrets guarding the approach to the Nod areas. The Titans have no trouble destroying the Lasers from outside the Lasers' range. Blow

If you complete
the optional mission,
Nod receives fewer
reinforcements in this one.
Heading directly to this mission makes for tougher Nod
defenses and more powerful
Nod attacks on your base.

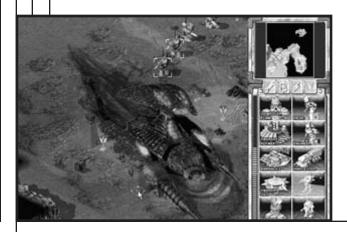
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While moving through the city, you are attacked by some hidden Nod units. Be careful, but don't progress too slowly.

through the Lasers and the gate, and continue east to destroy the Hand of Nod you find just inside.

Now turn the force southeast and close in on the crash site, which is along this road. The site isn't too heavily guarded, but you find a few deployed Tick Tanks to blast. A more serious threat to your mission occurs when you reveal the crash site on the main screen; a Nod Tick Tank to the immediate west of the site attempts to destroy it. Send in your units, Wolverines first, to destroy this Tick Tank. You may take some losses in this battle, but if you can't destroy the Tank before it destroys the crash site, the mission is a failure.



The massive crash site must be protected. Nod forces try to destroy it to prevent it from falling into GDI hands.

The main Nod base is north of the crash site. To reach it, you must smash through the Automatic Gate northeast of the Hand of Nod. Go under the rail bridge, up the slope, then across the rail bridge to reach the Nod base. Maintain a small force of Titans around the crash site. Have a couple guard the entrance, and station the rest around the perimeter to protect it from any troops brought in by a Subterranean APC. The other Titans, about half the number you used to attack, should explore the area north to find the destroyed bridge.

Create a few Engineers and move them with the Titan force. Create more Titans too. Fix the bridge and charge across, taking out or capturing any structures you locate. Either grab the Hand of Nod to build an Engineer, or keep one Engineer around to grab the Tech Center when you find it. When you do spot it, surround it with all of your units, then send an Engineer to capture it. When both the Tech Center and the crash site are in your hands, the mission ends. Don't bother destroying additional Nod troops; just grab the Tech Center as soon as possible.

MISSION 4: DEFEND THE CRASH SITE

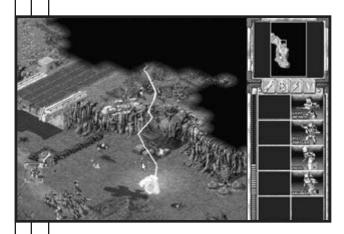
Objectives:

- Survive until reinforcements can arrive.
- Prevent Nod from destroying the UFO.

WALKTHROUGH

First move your Engineers to a position near the crash site; then send a couple of units to the west. Because the Radar is useless for this mission, sell it for additional credits and a few extra troops. Use the Barracks to produce a Medic or two, then pump out a steady stream of Light Infantry and Disk Throwers. Light Infantry, for the most part, are more useful than the Disk Throwers in this mission. Save some credits too; your turrets take a lot of damage, and you must maintain them through repairs.

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The Ion Storm makes your Radar inoperable. Even worse, it destroys your reinforcements.

Most attacks come from the north, so concentrate your units in this direction. Southern attacks can be handled by turrets and a few additional support units. Units to the west of the site get a workout too; a few APCs attack from underground. Deal with these troops as soon as they appear, or they'll damage the site severely.

As Nod attacks ebb and flow, continue building a reserve of Light Infantry. Having a group of 10 Light Infantry ready at all times can prevent a Nod breakthrough at a critical juncture. Your Power Plants take some damage from



Nod attacks occur almost constantly during this mission. Keep your head to survive.

Nod units attacking from the plateau above them. These Nod units are almost impossible to hit, so sell the Power Plants and use the credits to make a few more units.

Ten minutes pass, but it seems like much longer. The storm dies down, and you finally get some reinforcements; you need them for Nod's last-ditch attempt to destroy the crash site. Leading the assault is a Devil's Tongue that appears from underground near where your Power Plants were. A large force of Attack Cycles attacks from the north, and Tick Tanks move up from the south. When the last Nod unit dies, the mission ends.

MISSION 5A, OPTIONAL: DESTROY THE RADAR ARRAY

Objectives:

- Destroy the three relay stations.
- Destroy the Radar array.

WALKTHROUGH

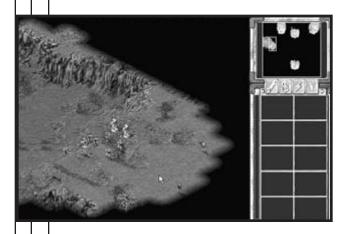
Your forces start in the northwest. The three relay stations are all visible on your Radar, as are three of the four Radar Installations.

One of the relay stations is near your starting point. Use Wolverines and Disk Throwers to mow down the Nod troops. A few reinforcements arrive now. Keep moving and taking down the Nod troops you encounter. Ignore the relay station for the moment; wait for the reinforcements that have Titans before taking it.

As you move southeast, you encounter more Nod forces. Upon reaching the small clearing, you are attacked in force. Defeat these units and continue east from here until you spot a Hand of Nod. Use the Titan to destroy the Laser guarding it, then move the Disk Throwers and eliminate the Hand.

Go east from here and around the outcropping with the Tick Tank. Move in with your Infantry, keeping the vehicles back, and take out the Tick Tank so your vehicles can move by freely. Also deal with the Rocket Infantry here

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Reinforcements always arrive at the mission starting point.
Nod Infantry and vehicles guard frequent points along the route.

to make your passages much less painful. Continue until you spot the next set of Lasers, which your Titans should destroy. Move in with Infantry next to trigger the arrival of a few Subterranean APCs. Destroy the units that deploy from the APCs—and the APCs, if you can. Head south from here and combat a force of Nod Light Infantry and Cyborgs.

Directly south of this small Nod encampment is a Nod base. You can avoid it, but you should eliminate it now. Start by using the Titans to wipe out the Lasers and clear a way through the walls. Send Infantry units to deal with



You don't need to destroy this Nod base, but doing so means fewer Nod counterattacks during the rest of the mission.

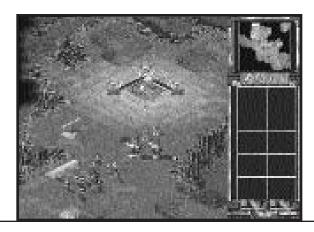
the Tick Tanks. When the Infantry near the Lasers' range, have the Titans move in and destroy the Lasers. Then move in again with the Infantry. Eliminate the Construction Yard to the southeast. Now move systematically, destroying the remaining base structures, and ending with the relay station.

The station sits in a mass of Tiberium Veins. They cause tremendous damage to anything heavier than a person walking on them. Use Disk Throwers to disable the relay station, and keep your units well away from the Veins.

You should now have a good crop of reinforcements—these pay off in the next few stages of the mission. Now that you have adequate forces to deal with the ambush waiting for you, return to the mission start point to eliminate the first relay station.

Bring all your military units toward the first relay station and up the ramp to the plateau. As you reach the top, three more Subterranean APCs arrive. Have your Infantry deal with the Nod troops who attack, then move in with heavy units to blow up the relay station quickly. With two down, there is only one relay station to stop you from destroying the Radar Installations.

The way to the third relay station lies through the middle of the map. Go to the clearing where you encountered Nod resistance, and head east and north through the canyons. This route leads just southeast of units guarding the front of the Radar Installations; they take a few potshots at you when you pass. Move quickly, and keep your units as far south as possible. Don't worry about counterattacking at this point.



After routing the ambush, your units can destroy the relay station at their leisure.

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The final relay station is guarded only by Lasers and Laser Fences. The Titans should have no problem with the Lasers and can also take care of blowing through one of the emitters around the building. Take the building down to complete your first objective.

Now comes the fun part, attacking the Radar Installations. You can see two on your radar map. The other two are immediately south of these. A frontal assault might work, but you can already see that the area around the Radar is laden with Lasers and deployed Tick Tanks. The best way through is from the rear.

South of the third relay station is a small tunnel that leads northwest. You can destroy the huge group of Nod Power Plants and Advanced Power Plants in front of this tunnel pretty easily. Do this, then send your entire force through the tunnel. This brings you to a small plateau just northeast of the final objective.

Split your forces into a group of Titans and a group containing Infantry and Wolverines. Use the Infantry group to eliminate the Tick Tanks, and have the Titans destroy the Lasers around the back. Use the Titans to crush the two Radar Installations you can see. The next part is trickier; overwhelming force is the best plan.

Group all military units together and charge south. The third Radar Installation is at the junction of the two angled wall sections. Concentrating all of your units should easily overwhelm the Nod units and Lasers still in place. When the third Radar Installation is history, keep moving south. The last one



The best way to demolish the last two Radar Installations is with a massed rushing attack.

is just a little farther along the plateau. Again, have everything hit the Radar Installation. You lose a few units with this tactic, but it's quick and effective. As soon as the fourth Radar Installation goes up in smoke, the mission ends.

MISSION 5: RESCUE TRATOS

Objectives:

- Rescue Tratos from prison.
- Evacuate Tratos at the specified site.
- Destroy the Nod base and test site.

With the Radar Installations and relay stations gone, rescuing Tratos is easier, but that doesn't mean that this mission is easy.

WALKTHROUGH

You start in the southeast corner of the map, and a few Nod troops greet you. Fortunately, the Ghost Stalker and Umagon are good at eliminating Nod Infantry; both can take down a Nod unit with a single hit. Drop the enemy Infantry and follow the road in. A Tick Tank rears up, but the mutant Hijacker can grab that, giving you a powerful addition to your small force.

Move down the road until you spot the next group of Nod troops. Upon seeing you, one Nod Infantry bolts immediately, trying to make it to an Attack Buggy. Have the Ghost Stalker follow and target the Buggy; he can take it down in one shot. Umagon can handle the other two with no problem. When this threat is gone, continue moving down the road until you hear gunfire to the south.

There is a pair of Nod Light Infantry attacking a Tiberian Fiend in the field here. If you have Umagon and the Ghost Stalker take out the Nod troops, the Fiend will join your force and stick by Umagon.

Move around the Tiberium field, hugging its north edge. This leads you to a small ledge overlooking the Nod base. Deploy the Tick Tank and have it destroy the Radar Installation and the Laser guarding the base. Umagon and the Ghost Stalker can continue on to the large, paved road heading southwest

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You must prevent the Nod troops from reaching this Attack Buggy and alerting the Nod base of your presence.

into the Nod base. Direct them to cross the bridge when the Laser has been destroyed, and use them to eliminate Nod Infantry. Have the Ghost Stalker detonate the Hand of Nod and the Power Plant.

Now bring the Tick Tank to join the other units. Send them across the bridge to the main part of the Nod base. You are spotted, but the Ghost Stalker and Umagon can handle whatever appears. Have Ghost Stalker target a large pile of crates and supplies to the right of the main gate to the enemy base. The ensuing explosion punches a hole in the base defenses, allowing Umagon and Ghost Stalker easy access to the medical center inside.



This is an excellent vantage point from which to hit the Nod structures.

When you gain control of Tratos, pull all of your units back to where you entered the base. You have a 10 minute limit to reach Tratos once you're spotted, but this is plenty of time.

With Tratos rescued, a small force of three Wolverines and an Orca Transport appears near where you started. Pull everyone back to this point and send Tratos into the Orca. He flies off, fulfilling the first part of the mission. As he leaves the screen, you are rewarded with a group of reinforcements near the map's northeastern edge. This group includes an MCV, so deploy it and start working on creating your base. The departure of Tratos also causes Umagon, the Tick Tank, the Fiend, and the Ghost Stalker to leave the mission.

Move the MCV toward the top-middle of the map. There's a great field of blue Tiberium here to help you jump-start your funds once you get a Harvester or two working. Build your base structures quickly, adding a Barracks, a War Factory, a Radar Installation, and several more Power Plants as soon as possible. The War Factory, after producing a second Harvester, should begin making Titans.

When you have eight to ten Titans, send them west along the northern edge of the map. When you reach a cliff wall that stops your progress, move south and blast up the slope to the top of this plateau. Move southwest now while watching for Nod units. This area is heavily guarded; it contains the Tiberium fields that Nod is currently harvesting. Ignore the Harvesters for now and destroy the guarding units. When you've eliminated these, start hunting



If you aren't quick, Tratos draws the attention of Nod forces. Get him to his dust-off point as quickly as possible.

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Taking out these Advanced Power Plants renders the Nod base powerless to stop your assault.

the Harvesters. More Nod units may attack periodically. Bring more units from your base as you build them.

Just to the southeast of the western Tiberium field, you spot a number of Nod's Advanced Power Plants. Using your Titans, target several from the top of the plateau. Leveling a couple of these depletes power from the Nod base, giving you the perfect chance to attack from the north. From the northern plateau, have Titans destroy the Lasers guarding the approach, then bring in a group of Disk Throwers to eliminate the Tick Tanks here. Once you have entered the base itself, continue destroying Power Plants to prevent Nod from using its structures at maximum efficiency.

Once the power is down, your units have little trouble breaking through Nod resistance and overwhelming the base. Continue destroying the Laser Fence emitters and SAM Sites; your objectives require that you destroy all Nod structures and units. When the entire base is rubble, you win.

MISSION 6A, OPTIONAL: DESTROY VEGA'S DAMS

Objectives:

■ Destroy the dams in any way possible.

WALKTHROUGH

Your starting position is along the middle-western edge of the map. Start by moving south past the destroyed bridge. Walk past the water and up the next slope to the higher ground. At the top, you find a dirt road going north and another heading east. Choose the northern fork and follow it. As you progress, you spot a Devil's Tongue on a plateau. Luckily, it retreats.

As you progress north around the small plateau, you spot a tiny Nod encampment. It's guarded by a Laser. Use your Titans to draw the Nod forces, then smash them with your other units. Destroy the Laser, then move against the Hand of Nod. This action brings additional Nod forces from across the bridge. When the enemy is dead, level the rest of the base. Destroying the SAM Site allows you to collect a trio of Wolverines.

Follow the dirt road southeast from this base. The Devil's Tongue you spotted earlier attacks now, but if you have your Wolverines and Titans in front, it can't do much damage to you. Blast it (and the Rocket Infantry behind it) and continue down the dirt road to the southeast corner. Follow the road by the Tiberium field to the north to gain some more Disk Throwers and Wolverines.

When the reinforcements join your main force, take the paved road to the northeast. You run into an ambush of Nod Infantry; destroy them and their truck. The truck drops an item. Grab it and use it to heal your forces. Now go north and up the slope.



Reinforcements are always a welcome sight, especially when your force is small.

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Keep one of these SAM Sites around for a little while longer.

The top of this hill is guarded by a pair of Tick Tanks. There are also a few Light Towers and several SAM Sites in the area. Break through the Tick Tanks with your Infantry, then concentrate fire on all but one of the SAM Sites. Your Titans can destroy the Light Towers from outside the spotlights' radius, which helps you stay hidden.

With one SAM Site still around, send your Infantry west through the city and have them demolish the two Tick Tanks deployed here. Once they have engaged the Tanks, have your Wolverines and Titans to finish them off. This



The Engineer must fix the bridge so your main force can cross.

brings another reinforcement group containing a pair of Engineers, some Light Infantry, and two more Titans.

Move across the bridge, leaving one unit to destroy that last SAM Site. When the SAM Site is disabled, an Orca comes in and is blown up, but not before it leaves an Engineer. Move the Engineer northwest and repair the bridge. As soon as the bridge is fixed, move your units across and wipe out all Nod forces in the immediate area, including the SAM Site.

Now return to the T-intersection of the bridge. You attract the attention of five Cyborgs who charge across the bridge to kill you. Destroy them, then move carefully across the bridge. Just beyond it, on a high plateau, are several entrenched Tick Tanks. Use Infantry units to draw their fire, then move in with the heavy units and crush them. Head west around the plateau, stomping any Infantry you spot, and using the same tactics to destroy any additional Tick Tanks you see.

North of this area is a small Nod base containing one of the relay stations. Move up carefully, drawing off the Infantry guards, then drop the Laser with your Titans. Knock out the Tick Tanks with Infantry, then use the two Engineers to capture the Radar Installation and the Hand of Nod. Sell the Radar and use the money to make a few Infantry units.

When the base is down, take the bridge that lies just to the southeast. Halfway across, you receive a pair of Titan reinforcements. Finish crossing the bridge. Another Nod base here is protected by a Laser and several Rocket Infantry. Don't worry about them. With the units you have, plus the



Take out this relay station to complete the destruction of Vega's dams.

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new Titans, you have more than enough power to smash through the Automatic Gate.

Move inside the Nod base and veer left. The second relay station is here. It can be destroyed quickly, especially because you move out of range of the Nod Lasers to attack the station, and because the Rocket Infantry is trying to destroy the bridge behind you.

With the second relay station gone, Vega's vast number of Advanced Power Plants explodes in succession. When the last one goes up in flames, the dams overload and are destroyed.

MISSION 6: DESTROY VEGA'S BASE

Objectives:

- Destroy the Nod base.
- Capture Vega's Pyramid.

Since you completed the optional mission first, the SAM Sites surrounding your base are deactivated for 20 minutes, allowing you to get your reinforcements and MCV immediately.

WALKTHROUGH

You start with a small group of Infantry units moving south from the top edge of the map. Have them target and kill the Nod Infantry they see. While doing this, three Orca Transports arrive and deposit a pair of Titans and an MCV for you. There's Tiberium on both sides of this location, so it's excellent for a base.

While building your base, walk your Titans around the area to destroy the SAM Sites ringing your base. When Vega gets his power back, these sites go online and destroy any aerial unit. Get a second Harvester working as soon as you can, then spend your money on Component Towers, SAMs, VMG Towers, and lots of Titans. Build a couple of Engineers and an APC when you get the chance.



Vega has SAM Sites all over the map. The seven around your base prevent you from building an effective air force, until you destroy them.

When you have a sizable force of Titans, follow the dirt road directly south from your base. You draw fire from a Nod Artillery unit to the south. Head for it, eliminating all units you see on the way. Destroy the Laser guarding this small Nod base, then take out any other defensive structures and attack units. Bring in your Engineers and claim the Hand of Nod and the War Factory. Build some Tick Tanks and move them up to help protect your main base.

Build sufficient Titan and Disk Thrower forces to repel the Rocket Infantry and Tick Tanks that regularly attack across the single bridge over the river.



The small base in the southeast makes a good place to start taking apart Vega's defenses.

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Once your base is relatively secure, prepare four Amphibious APCs, as well as a large group of Disk Throwers, Light Infantry, and five Engineers. Top off the small Infantry army with a pair of Medics to keep everyone healthy. Load everyone into your APC and move toward the beach southwest of your base, south of the only bridge spanning the river. Using the handy Amphibious APC, send your convoy across the river to make a small beachhead on Vega's side of the river.

You may meet a pair of Cyborgs or other roving patrols—avoid them by simply driving away. Generally speaking, the patrols do not engage your troops unless they have an easy shot or are fired upon. Move up a land ramp to the high plateau where Vega's base sits. Now unload all of your Infantry except your Engineers and head west, taking out any SAM Sites you encounter.

As you continue west along the high plateau, you eventually find one of two poorly defended back gates to Vega's base. Leading with your Disk Throwers, take out the Tick Tanks and Lasers guarding this entrance, then blow the Automatic Gate to smithereens. Rush in with your Infantry and an APC filled with Engineers, and take over the Hand of Nod and any other near-by structures. Build a Barracks quickly and begin producing Engineers to capture any other buildings—especially the Nod War Factory.

With a foothold in the back of the Nod base and the War Factory in your possession, start cranking out Tick Tanks and Artillery units as fast as possible. Use the GDI Infantry you used to break the rear defenses of the base to protect your vulnerable structures until the Tick Tanks are completed.



You must control the area beyond the Pyramid before you attempt to capture it.

Once your numbers are sufficient to protect what you've taken, begin producing a large force of Tick Tanks to push inside the rest of Vega's base. Your priority in this stage of the mission is capturing the Pyramid at the cen-

ter of Vega's defenses. Use the Tick Tanks to dismantle the four Laser Turrets guarding the Pyramid, then sweep quickly around it to draw the fire of any hidden Artillery units. Once discovered, send a small group of Tick Tanks to destroy these units.

When the coast is clear, send an Engineer to capture the Pyramid. Once you have secured the building, the rest of the mission is simply

cleanup. When all Nod units and structures have been destroyed, the mission is yours.

Make sure to destroy every SAM Site. Many are hidden near the coast of Vega's island fortress.

MISSION 7: RECAPTURE HAMMERFEST BASE

Objectives:

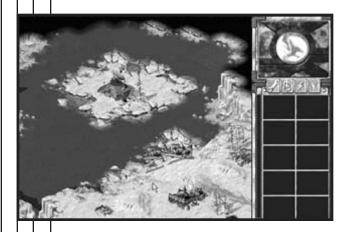
- Find a way back to the GDI base.
- Recapture the base with Engineers.
- Destroy all Nod forces in the area.

WALKTHROUGH

The mission starts with the three Hover MRLSs attacking some Nod units on a bridge. They destroy the bridge and the enemy units for you, leaving behind some useful repair crates. Move the APC behind the MRLSs and follow the waterway. Keep following it as it snakes to the north and east, and at the first opportunity to move onto dry land, do so. There are a couple of Nod units here, including some Attack Cycles and an Attack Buggy. Destroy them, then cross the small piece of land to the northwest and reenter the water.

You find a Nod Radar Installation here protected by a few Lasers. The MRLSs have little trouble destroying the Lasers from outside the Lasers' range,

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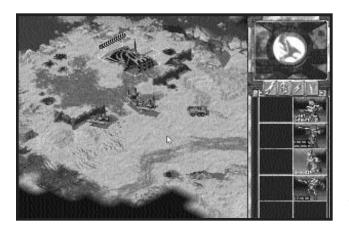
Any damage you can do to Nod helps you finish this mission—especially if you can cause it without risk to yourself.

so take them down quickly while keeping the APC well back from the conflict. The Radar Installation is destroyed easily too. Now head north in the water and take the next ramp onto dry land.

As you pass the wreckage of the Radar Installation, watch for a destructible cliff face. By ascending the land ramp, you bring several Nod Power Plants and other enemy structures into range of your MRLSs. In fact, you can strike everything but the Hand of Nod from your location. Do so. After destroying as much as you can, go back into the water and to the southeast. Move very carefully north then northwest over land, then back into the water. There is an Obelisk of Light here. Fortunately, you've just destroyed its supporting Power Plants, so take it down before moving on. You can now reach the Hand of Nod that was out of range earlier, so destroy it.

Head north now, going under the next bridge, then north up the slope. You find another small Nod base here. Blast away, but spare the Hand of Nod and have an Engineer from the APC capture it. Spend a little time building a few Infantry units or a replacement Engineer, or you can sell the APC and move on. Not having it won't hurt you in the long run.

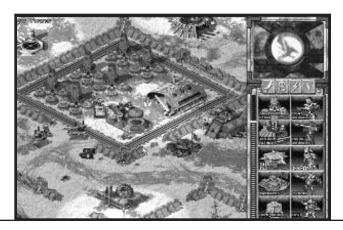
You have two options now. You can go right for the base, which is safer because the MRLSs shouldn't take much damage, or you can explore the waterways and take out a few Nod SAM Sites. The best bet is to head for the base immediately. Your MRLSs can return to the waterways and strike Nod SAM



This Hand of Nod makes a nice addition to your force. While you are looking for the Hammerfest base, build a couple of units to keep the Hand of Nod protected.

Sites after you have retaken the base, and you run fewer risks of getting caught and having to start over.

To reach the base, start by reentering the water to the north of the Hand of Nod you just captured. Follow the waterway along the top edge of the map. When you reach the western side of the map, have the MRLSs blow up the destructible cliff wall. Move up the resulting slope and cross the Tiberium field that snakes south and west. The Hammerfest base is immediately east of this point. To ensure that you can get in, destroy a couple of Power Plants; this



The Firestorm Walls are down. Move an Engineer into the Construction Yard and take over.

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prevents Nod from activating the Firestorm Walls. Move in with your units and pull the Engineers out of the APC.

You really only need to capture one building-the Construction Yard. As soon as one of your Engineers takes the Construction Yard, the base is yours. Start repairing all of the structures immediately, and build a couple of Power Plants and Power Turbines to replace what you just destroyed. Get the base back up to full speed quickly because you still have a Nod base to eliminate.

The Nod base lies south from here. in the large area of map you've not yet

explored. Use your Hover MRLSs to continue exploring the waterways, and they'll find a few Nod units worth destroying. Most importantly, direct them to take down any SAM Sites they locate. Once the SAMs are down, explore the map with Jump Jet Infantry.

Use Jump Jet Infantry to locate the main Nod position. Use Engineers to repair any broken bridges between your base and the Nod base. With Hammerfest back up and running, virtually all the Tiberium you harvest can be put directly into creating units because you really don't need many structures. Build Titans—lots of them.



With no SAMs to worry about, the Jump Jet Infantry can destroy Nod guard units without worrying about counterattacks.

The Jump Jet Infantry should have softened up the Nod defenses for you, but they're helpless against the SAM Sites inside the Nod base. This is a job for your Titans. Move them in, followed by Engineers in an APC. Use the Engineers to fix bridges, and have the Titan force smash through the exterior of the Nod base. It's protected by Lasers, which are never a problem for Titans. Destroy all enemy units and SAM Sites, and use the Engineers to capture any good Nod structures you locate. The Hand of Nod is naturally a prime target.

The mop-up on this base should be quick and easy, and it signals the virtual end of Nod forces in this sector. Send your Jump Jet Infantry to any places on the map still unrevealed, and have them target and destroy anything they find. With Nod annihilated, you can move to the next set of missions.

MISSION 8: RETRIEVAL OF DISRUPTOR CRYSTALS

Objectives:

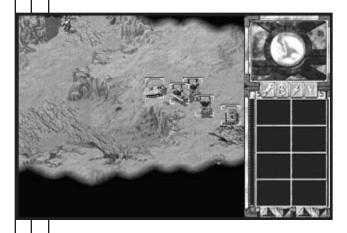
- Locate the tram and destroy the locomotive before Nod Engineers repair the bridge.
- If the bridge is repaired and the train successfully reaches the Nod base, locate and destroy this base to recover the Crystals.

WALKTHROUGH

To start, put your Infantry units into the APCs. Gather all of your amphibious units, the APCs and the Hover MRLSs, and head east up the cliff. Take the path south all the way to the bottom of the map, then head west into the water. Take the waterway around the destroyed bridge area to the back side of the small Nod encampment that protects the train.

Move onto dry land and get the units out of the APCs. Have your Hover MRLSs attack the Lasers guarding the base while your Infantry protects them from any nearby Nod units. When the Lasers are down, blow through the Automatic Gate and send everyone inside. The Engineers can try to capture

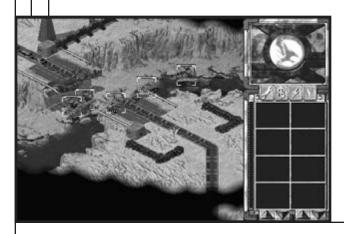
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Head up the slope to the right of your start position with all of your amphibious units.

the two structures here. Direct the Hover MRLSs to destroy the two engines on the train—one on each end.

Blowing up the engines reveals the Disruptor Crystal. Just have one of your units touch the Disruptor Crystal to recapture it and complete the mission successfully.



Hitting part of the train from here would alert Nod to your presence, making them work faster to repair the bridge.

MISSION 9A: RESCUE THE PRISONERS

Objectives:

- Locate the Nod prison.
- Release and evacuate the prisoners.

Choosing this option (Mission 9A) allows you to take additional missions (9B and 9C) before attacking the main Nod base. This is the recommended path.

WALKTHROUGH

You start near the bottom-left corner of the map. Immediately move your units south to the very corner of the map, then head east along the map edge. A small force of patrolling Attack Buggies is active here, so be aware and avoid them. You reach a river just east of the start point. Head north carefully and cross the bridge. A Nod Light Tower here tries to spot you. Once across the bridge, move south to the map edge again before turning east.

Stick to the eastern route at all costs. You are attacked by several Cyborg patrols, usually two or three units at a time. Try to neutralize them using only your Infantry if possible—your heavier vehicles can *assist* in taking the



Nod attacks occur throughout this mission. Fend them off with your Infantry; you have no way to repair vehicles in this mission.

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Cyborgs down, but bring them in only after your Infantry units have already engaged the enemy.

Eventually, you reach another river that prevents you from continuing east. North is your only option, so carefully carry on in that direction. Move your units slowly, perhaps even scouting ahead with one. Go north until you spot the Laser. When you find it, have the Titans destroy it quickly. If you are assaulted by Cyborgs now, break off the attack on the Laser and deal with the Cyborgs. You may draw the attention of a pair of Attack Cycles here. Take these down with Infantry.

With the Laser down, act quickly to successfully complete the next part of the mission. Move all units onto the bridge, with the Titans at the rear. When your entire force is on the bridge, move southeast and have the Titans target and destroy a bridge section behind you. This prevents the Nod Cyborgs from picking up your trail and following you into the prison. If you don't destroy the bridge behind you, you'll spend the rest of the mission constantly fending off Cyborg attacks, which could weaken you to the point of collapse.

Now you have only the units ahead to deal with. Move the Titans in and have them target everything on the exterior of the Nod base. The Lasers, Light Towers, and Automatic Gate are primary targets. Your other units can act as a defensive screen for the Titans when Nod Infantry and Cyborgs counterattack.

When you have destroyed the defenses, move in and smash through the prison compound. This frees the prisoners, who run to the evacuation point just northeast. Destroy the four SAM Sites. Two are in the prison compound



The Attack Cycles and Laser mark the entrance to the prison area.

area, and the other two are near the evacuation point. No other defenses are nearby, so taking out the SAM Sites is easy. When the SAMs are all disabled, the prisoners are evacuated, and the mission ends.

MISSION 9B: DESTROY CHEMICAL SUPPLY STATION

Objectives:

- Find a suitable location for a base.
- Destroy the Nod chemical station.

If you accomplished Mission 9A, you can gain access to Mission 9C if you complete the following task.

In the top-left corner of the map is a Nod train. Move a unit across the bridge to the train to gain the help of the Ghost Stalker. You also gain a new mission objective: move him to the train. If you complete this task by putting the Ghost Stalker onto the train, you go directly to Mission 9C when you complete this mission. Otherwise, upon completion of this mission, you head directly to the main Mission 9.



Get the Ghost Stalker to the train to receive an additional mission that makes your ultimate task in Mission 9 much easier.

PRIMA'S OFFICIAL STRATEGY GUIDE

WALKTHROUGH

You start on the southern portion of the map, all the way at the western edge. You have a pair of Disruptors, two MRLSs, and an MCV.

Move east along the beach until you find a large clearing that contains a Nod Laser guarding a set of chemical tanks. Destroy these and put your base here; it's large enough to accommodate several good structures. Place the Construction Yard, put your units around it, and get the base up and running. Quickly create Component Towers armed with RPGs; configure your building efforts with this as your goal. Nod occasionally hits you with Chemical Missiles, so keep your structures repaired and move your units when you hear a launch.

When you can, send a few units farther east along the beach. Running your MRLSs into the water pays dividends too. If you fully explore the water and beach area, you discover some important facts about the terrain. First, the Nod base is located on much higher ground across the river from you. There's no suitable place on the north side of the river for an amphibious assault. Second, the only ground route to the Nod base goes through a huge Tiberium Vein field. You must concentrate on using Infantry, or settle for damaged units leading your attack. The MRLSs scouting through the water should target and destroy any SAM Sites they spot on the cliff walls.



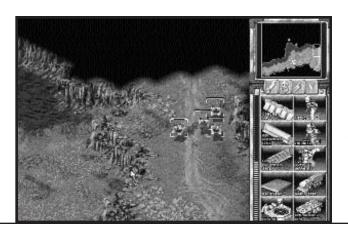
This narrow strip of beach doesn't offer enough room for a base. A better spot lies to the east.



Use the Hover MRLSs to scour the coast and take down any Nod SAM Sites within range.

Now execute a two-pronged attack on the Nod base. One prong consists of sending aerial units behind Nod's lines to attack its power supply. At the same time, the second prong performs a frontal assault to breach Nod's defenses and gain access into the base.

Because you destroyed the SAM Sites guarding the cliffs earlier, you can sneak a few aerial units to the side and into the back of the Nod base. Build a handful of Jump Jet Infantry (rather than Orcas, which are more expensive and must return to base to be rearmed), and send them across the river all



The frontal assault damages some units because they must drive over the Tiberium Veins. Unfortunately, there's no other way to move ground units to the enemy base.

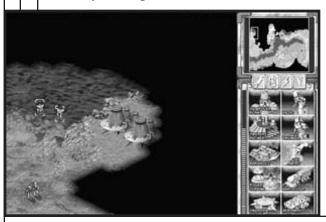
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the way up the map's western edge. Hug the edge as much as possible to avoid the Nod SAM Sites in the center of the map. In the northwest corner, a small island provides a perfect staging area for the attack.

While the Jump Jet Infantry are moving into position, send a large group of vehicles across the Tiberium Veins in the southeastern sector of the map. If you mass them together and send them all across at once, only a few take damage—many come through completely unscathed. Run these units up the eastern edge of the map to the north side of the river, then follow the road west to the front of the Nod base. Use Titans or MRLSs to pound the base defenses, but be careful to stay out of the Obelisk of Light's range. Make sure you have a sizable force at the front of the Nod base. Nod Harvesters leave through this front gate periodically, and your units are perfectly positioned to destroy them.

Now return to the Jump Jet Infantry. From their staging area, move them southeast to a huge section filled with Advanced Power Plants, which is lightly guarded by Rocket Infantry and the occasional Stealth Tank. Your JJIs can easily take out two or three of the Power Plants, which is what your main force is waiting for.

With the power down, attack and destroy the Obelisks of Light guarding the main entrance to the Nod base. Set up an internal perimeter and move in with Engineers to grab whatever you can. The Hand of Nod is a prime target, as is the War Factory because it allows you to produce vehicles in the heart of the Nod base. You may want to set up a Service Depot here to repair already-damaged units.



The Jump Jet Infantry should have no problem destroying a Power Plant or two before being discovered.

Nod does have a few Artillery pieces guarding the area. Move the remaining Jump Jet Infantry, or new ones from your main base, through the front entrance. Direct them to deal with the Artillery you encounter while your main force handles any other Nod units. Taking down the Obelisks is probably enough to turn the power back on, so hit the Power Plants again when you have replaced any losses in your JJI force.

With an established foothold in the Nod base, it's just a matter of time before resistance is squashed. Destroy every Nod unit and structure remaining, including any Laser Fence emitters, to complete the mission.

MISSION 9C: MINE THE POWER GRID

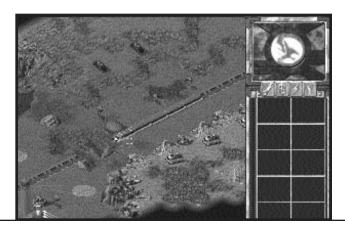
Objectives:

■ Plant C4 at the Power Plants.

If you completed the special task in Mission 9B, you take on this mission next.

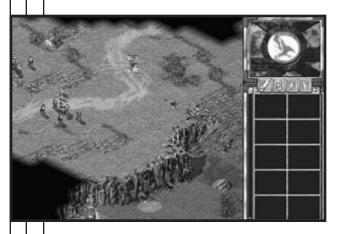
WALKTHROUGH

When the train stops, everyone in your group piles out and stands on both sides of the train. Group everyone together and run north. For the next 30 seconds or



When the train comes to a stop, the Nod units concentrate on it rather than your troops. Use this opportunity to get out of their range.

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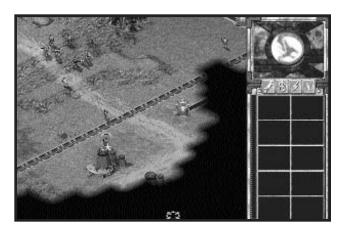
While the Medic heals any wounds, the Ghost Stalker protects them by standing quard to the southeast.

so, the bulk of Nod's attention is on the train itself, so you can get away without taking much damage. Go north to the edge of the map, and move the Ghost Stalker and Umagon just south of the main group. These two can pick off any Nod units that come too close while you prepare for the main attack. Use your Medic to heal any injuries.

When Nod stops approaching your position, move everyone west to the top-left corner of the map. Pay special attention to the Ghost Stalker and Umagon—make sure they are completely healed. Start moving south. Put the Ghost Stalker and Umagon up front and the Medic behind them. Have the rest of the units follow in a large cluster behind the Medic.

The first four Power Plants are directly south of this position. You encounter a Stealth Tank, but the Ghost Stalker can destroy it with only two hits. As you approach the Power Plants, put Umagon on Guard mode so she takes out any approaching threats. The Ghost Stalker can move in and plant the C4 charges to demolish the Power Plants.

Move everyone south now. Your main group should now be just west of where the Power Plants stood. Umagon, the Ghost Stalker, and the Medic should again head south toward the last two Power Plants. These are guarded by Laser Fences, but there are gaps between them big enough for the Ghost Stalker to get in without drawing any fire. Umagon can watch for any approaching Nod troops while the Ghost Stalker detonates the last two buildings. When they go up in smoke, the mission ends.



Umagon can stand guard over the Ghost Stalker while he takes care of the Power Plants.

MISSION 9: DESTROY THE CHEMICAL MISSILE PLANT

Objectives:

- Destroy Nod's Missile Silos.
- Destroy all Nod forces.

WALKTHROUGH

Move your units from the northwest corner and destroy any Nod forces in the area. Follow the road until you locate the large field of blue Tiberium. Harvesting here can jump-start your base tremendously, so place the

Completing all of the optional missions makes things easier during this main mission. Completing 9A gives you mutant reinforcements in both 9B and this mission. Completing 9B removes the western Nod base from the plateau overlooking your base. Finishing 9C deactivates the Obelisks of Light that guard the western approach to the main Nod base.

Construction Yard and start building. Have your other units explore to reveal the map around your Construction Yard. You find another Tiberium field in the southwest. Build a second Harvester and start pumping out Hover MRLSs and Titans, plus a couple of Wolverines for scouting.

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Build your base quickly— Nod hits you with Missiles rather than ground units.

When your Radar Installation comes on line, you discover that this map is very narrow north to south, and very wide east to west. Nod forces control everything in the eastern three quarters of the map. Use Wolverines to reveal more map, and build some base defenses. In addition, build a Service Depot or two; the Chemical Missile attacks frequently target your units. Don't forget about a Tech Center so you can produce the more advanced Disruptors.

A small Nod base is on the plateau to the east of your base. This one is not protected by Stealth Generators, but the northern side is protected by an



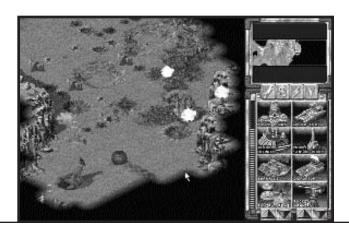
Chemical Missile attacks can devastate your base. Maintain a reserve fund of credits so you can repair structures damaged by toxins.



Hit this small base from the southeast.

Obelisk of Light. Move in a force of Titans from the south and cross over the bridge; this puts you right in line with the Nod Advanced Power Plants. Bring an APC with an Engineer or two, and grab the Hand of Nod and the War Factory. Direct the Titans to destroy the Construction Yard; until this is gone, Nod simply rebuilds any Power Plants you destroy. Grab the Refinery and the Tech Center too.

Now turn your attention east. Use the captured Nod base as your own advance base and start churning out additional units: Tick Tanks, a few Mobile Repair Vehicles, some Attack Cycles, and most importantly, Artillery.



With both the Obelisk and the Stealth Generator spotted, your Artillery should have a field day.

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Create some MSAs too. Move this force, along with your Titans, back across the bridge and start heading east. Deploy the MSAs periodically to spot Nod units hidden by the Stealth Generators.

Use the Attack Cycles to scout ahead. All approaches to the Nod base are protected by Obelisks of Light and SAMs, so there's no good way to break through until you sacrifice a few units to spot the Obelisks. Once you find them, pummel them with Artillery. Again, you must deploy MSAs because Stealth Generators hide everything Nod has. When the Obelisks are destroyed, send more Attack Cycles to scout the area, and keep using Artillery to smash whatever you find.

Because your approaching units are a serious threat to Nod, the Chemical Missile attacks begin targeting your units instead of your base. Whenever you hear a Chemical Missile launch, pull your units back and wait for the toxins to dissipate.

The rest of the mission is merely a repetition of the same basic process. Advance your units, have the MSAs deploy to spot the Nod forces, and scout ahead with the Attack Cycles. Your Artillery can create havoc when you spot Nod structures. Focus on base defenses, Stealth Generators, and Missile Silos.

MISSION 10, FIRST CHOICE: LOCATE AND DESTROY PROTOTYPE MANUFACTURING FACILITY

Objectives:

- Using mutants, locate the Prototype Manufacturing Facility.
- Once the facility is located, reinforcements are sent to help construct a base. Destroy the Prototype Manufacturing Facility at this time.

WALKTHROUGH

Your forces, which include two mutants, a mutant Hijacker, Umagon, and a Ghost Stalker, enter through a tunnel in the northwest corner of the map.



Direct the Ghost Stalker to destroy the Laser, then have the mutant Hijacker steal the APC. You need it to cross the river.

Move them southeast until you locate the water to the right. Move just south of this to arrive just north of a small Nod outpost.

The Ghost Stalker is vulnerable to Lasers, but you can get him to destroy the northern one without being killed. Do this by having him target just beyond the Laser and forcing him to shoot by holding down Ctrl. Then send in the Hijacker to steal the APC. Move everyone into the APC, then head straight west to the Tiberium field. The Ghost Stalker can heal himself in Tiberium. When the Laser is destroyed, the main Nod base is cloaked under Stealth Generators.



When you reach the bridge, head east.

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When the Stalker is healed, take the APC across the river just southeast of the broken bridge. Move directly south until you reach a cliff face, then use the APC to burrow and emerge out the top. Continue moving south until you reach a bridge that goes northeast. Take it across and move directly east from here.

From here, move east about halfway to the edge of the map. You're about one quarter of the map's width from the eastern edge. Take the APC north very cautiously because the Nod base is well protected with Obelisks of Light. Go north until you reach the edge of a cliff. You're on the top here, but what you are looking for is on lower ground. Look at this section of the Nod base. The War Factory in the center is the Prototype Manufacturing Facility you're after. Finding it causes your reinforcements to appear in the southwest. In addition to an MCV, you also receive the Mammoth MK II. Pull the APC back to the reinforcement location.

Get the base up and running. Build a Radar Installation, a War Factory, and some Component Towers. You want a large protective screen on this mission, so when you can, start a second Refinery and plan to have at least four Harvesters running at all times. Split your credits between unit and structure production so you can continue manufacturing guard units. Nod attacks from the plateau to the immediate northeast of your base and also from the lower ground to the east, so stage your units in both places. Some Nod attacks attempt to break through from the north.

When you have a sizable force ready, head directly north from your base. Stash a few Engineers in the Subterranean APC and prepare it to move. Take



The Nod production facility is protected from the north by an Obelisk of Light.

Don't get too close.



This captured base provides an excellent staging area for assaulting the main Nod base.

the force of Titans to the small base where you stole the APC at the beginning of the mission. The Titans can smash through the Lasers and other defenses here, and the APC can bring the Engineers to steal the Hand of Nod. Once you have it, build a Service Depot and a War Factory and place them next to the Hand of Nod. Start building units in this base now; your main base should be fairly well protected.

When you have a large and diverse force at the advance base, repair the bridge and move across. Use MSAs to locate the Nod structures, and have a Titan or two scout ahead for you. The bulk of your units should be acting as guards while a few take out Nod structures. When you spot the Nod War Factory, have an Engineer capture it. With this in your possession, create Attack Cycles for scouting and a few MRVs to keep your units in top shape. Also build at least five Artillery pieces.

The rest of the mission is simply a repeat of the last mission. Use the MSAs to spot for you, the Attack Cycles to scout the area, and the Artillery pieces to smash everything to bits. Titans and Wolverines can provide covering fire against any Nod units that try to counterattack. Continue moving south, destroying everything you see. When the last Nod unit and final structure is eliminated, the mission ends.

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MISSION 10, SECOND CHOICE: LOCATE AND DESTROY PROTOTYPE MANUFACTURING FACILITY

Objectives:

- Using mutants, locate the Prototype Manufacturing Facility.
- Once the facility is located, reinforcements are sent to help construct a base. Destroy the Prototype Manufacturing Facility at this time.

Select this mission by choosing the northeasternmost of the two on the selection screen.

WALKTHROUGH

Your forces start in the southeast corner of the map. Head west and slightly north until you reach a slope. Go up and continue going west. At the far end of this plateau is a slope down; start descending, but don't go all the way to the lowest level. Instead, walk north onto the middle elevation and work your way east from here. This takes you to an area below the bridge that leads into the Nod base.



Run past the Laser and make your way north to find the Subterranean APC, which you need to quickly find the Prototype Manufacturing Facility.

Run your whole group of units into this side of the Nod base and head for the Radar Installation. A couple of units may be hit by the Laser, but all should make it. Kill any guards in the immediate vicinity, then have the mutant Hijacker nab the APC at the north end of the base. Put everyone inside, and use it to burrow to the westernmost point you have revealed.

Drive to the lowest elevation of terrain and start going west. The only Nod units you spot should be Harvesters. Keep moving until you spot a Nod wall. Unload everyone from the APC to battle the few Nod units that attack here. You may be hit by a Stealth Tank, so make sure the Ghost Stalker has a good field of vision. When the enemy is eliminated, get everyone back into the APC and go west again.

When you reach a second wall, the area you must find is revealed. Your reinforcements arrive on the top of a plateau just north of the mission start point. Move them north and place the MCV between the Tiberium fields. When you deploy the MCV, the Mammoth is delivered. Build your base quickly, adding a second Refinery when you can. Pull the APC back to your base.

Nod attacks on your base come mainly from the northwest and south. Don't worry much about building SAM Sites because Nod doesn't employ many aerial attacks. RPGs and VMG Towers handle most Nod attacks.

The rest is much like the other version of this mission, although slightly easier. The Nod structures are arranged in a way that makes them less formidable. Move slowly from the east, taking every structure you can with Engineers and destroying the rest. As in the other version, Artillery proves



The Prototype Manufacturing Facility is located near the middle of the map's western edge.

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very useful for hitting from long range, and the Attack Cycles do an excellent job of revealing terrain. Don't forget to keep your MSAs moving to find more hidden structures and units.

MISSION 11: SURVIVE THE STORM

Objectives:

- Protect the Kodiak at all costs.
- Destroy all Nod forces.

WALKTHROUGH

Start by placing your Construction Yard so that it touches the Kodiak. Your first structures should ring the ship completely so that the enemy has a difficult time attacking it directly. Fortunately, in this mission, you can repair the Kodiak like a regular structure, so keep a reserve of credits whenever you can.

Nod forces attack immediately with two pairs of tanks. Destroy them, then move your forces directly south while you build a Refinery. The Tiberium field here is guarded by an Attack Cycle and a pair of Cyborgs, and Artillery pieces overlook it from the high ground to the south. Destroy everything in the immediate area so your Harvester can gather Tiberium in peace.



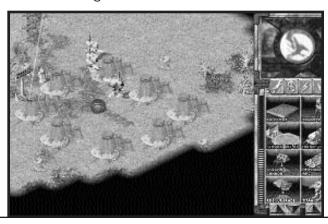
Protecting the Kodiak at all costs means keeping a ring of buildings around it. If Nod can't hit it, it's safe.

When harvesting is underway, and you have a decent number of units protecting the base, build a second Refinery and have at least three Harvesters operating. Take an expeditionary force to the northeast to find the Nod Tiberium field. Stash a number of Titans here to destroy Nod Harvesters that wander in.

Now create a second force of Titans that includes an MSA. When this force is ready, move it straight north to the top edge of the map, then head east. As you near the map's edge, you discover Advanced Power Plants under the protection of a Stealth Generator. Deploy the MSA and start destroying the Power Plants. Nod replaces them almost as fast as you can kill them, but this is necessary.

Now take the group guarding the Tiberium field and move it east. You find the southern edge of the Nod base, and if you keep the Nod units busy hitting the Power Plants at the top of the map, the Obelisks here will be inactive. Destroy them quickly, but break off your attacks to go after any Harvesters. Your goal is to drain Nod's economy so that the Power Plants in the north can no longer be replaced.

Once you've made the Brotherhood waste its resources by continually replacing Power Plants, the rest of the mission is easy. Simply move in your forces and destroy everything you can. When the large group of Power Plants has been completely eradicated, move your units to the top edge of the map and hit the Nod structures on the lower ground to the south. This keeps the Stealth Generators off line. From here on, it's less military action than it is slaughter.



Destroying this group of Advanced Power Plants is key to successfully completing this mission.

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As usual, you can either destroy the Nod buildings or use Engineers to steal them.

When the base is gone, send units to any areas of the map you have not uncovered to find the last few patrolling units and Artillery pieces. Once you've destroyed everything, the mission ends.

MISSION 12: FINAL BATTLE

Objectives:

- Clear the zone for MCV dropship deployment.
- Destroy the ICBM launchers.
- Destroy the Pyramid Temple.
- Destroy all Nod forces.

WALKTHROUGH

The mission starts with a small force of Infantry waiting to attack a Nod base. Move them in and start hitting everything. Once you've destroyed a couple of Nod units and structures, you receive a pair of Wolverines and a Titan. Mop up the rest of the base, including the Laser guarding the western approach, to get an MCV. Deploy it inside the walls and start building your base. You need



These old units come in handy when you break into the Nod base.

a Power Plant, Refinery, Barracks, War Factory, and a second Harvester immediately. Harvest the small Tiberium patch southeast of your base. After a few moments, a timer starts; you now have one hour to find and destroy the first ICBM.

When the second Harvester is working, build an APC and stock it with a trio of Engineers. Move it into the water north of your base and send it all the way to the northwest corner of the map. From here, move south to find an old GDI base with a few ancient, but still serviceable, GDI Mammoth Tanks.

Start building another Barracks at this point. When the Barracks is ready, move the APC east to just above the slope leading into the Nod base—the location of the first ICBM. Send the Mammoth Tanks southeast, where they attract the attention of an Obelisk of Light. Have them attack; they can destroy it with no losses.

While the Mammoth Tanks are distracting the Obelisk, move the APC into the Nod base and unload the Engineers. Take the three Silos, sell one, and place the Barracks. Immediately start making Engineers and other Infantry units here.

With this small foothold, you can capture virtually the entire Nod base. Wipe out the Power Plants in the north and east, take down the second Obelisk, and remove all units and Lasers guarding the front of the base. Now set your units to explore the rest of the map. Let the timer run down until there

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While the old units keep the Obelisk busy, your APC sneaks into the Nod base unscathed.

are only a few minutes left, then destroy the ICBM. The map expands with a new southern section, and a new timer starts ticking.

The next Nod base is located almost directly south of your first base. Explore the area with either Wolverines or Attack Cycles to find the Obelisks, then move in with Artillery. A few Titans and Attack Buggies make a good screen for the Artillery, and some Hover MRLSs make a nice addition to these forces too. Move into the base from the east, taking out the Advanced Power Plants here. Move in with Engineers and grab anything you can. Focus your Artillery on the Lasers guarding the front of the base and the Obelisks that lie to the west.



Let the timer run down as much as possible before destroying the ICBM. This allows you to explore the map without additional time pressures.



Taking out the Stealth
Generator assists you greatly on the island, but if you haven't already found and destroyed the Construction Yard, the Stealth Generator will be rebuilt.

Notice that you're drawing lots of Nod units from the east. The eventual goal of the mission lies there, but there is no reason to go there yet. Instead, set up a number of Attack Buggies and Infantry to deal with the incoming Nod units. After you've taken down this entire second base, destroy the ICBM at the bottom of the map. Again, the timer stops, and a few moments later, starts again.

The third Nod base is on an island along the left side of the map. Send a group of Hover MRLSs into the water, where they are quickly spotted by the Obelisk of Light. Now have your Artillery earn their keep. Move them in, and bring in an MSA too. When you spot the Obelisk, the Artillery have no trouble destroying it and clearing the way for the MRLSs. Move onto the island and destroy the cliff wall to create an upward slope. Leave an MRLS or two with the Artillery because Nod attacks with Harpies from the island.

On the island, destroy the Hand of Nod first, then move east and destroy the Construction Yard. Now select targets as you see fit, again leaving the ICBM for last. When you destroy the last ICBM, the timer stops—for good.

Now comes the fun part: the final Nod base and the Temple. Send all the units guarding the eastern edge of your southern base across the bridge, and blast through the Automatic Gates and Lasers. There is virtually no power to this base anymore, and the enemy has no income to repair or replace anything. Have your units destroy everything. The resistance should be almost nil, and it shouldn't take long before you are rewarded with a victory. If the mission does not end when all the buildings and units are destroyed, explore any unrevealed spots on the map for straggling Nod units.



Tiberian Sun Nod Missions: Deus ex Kane

MISSION 1: THE MESSIAH RETURNS

Objectives:

- Get production online by building a Tiberium Refinery.
- Destroy Hassan's Elite Guard.

WALKTHROUGH

At the mission's opening, your troops are being hit hard by Hassan's Elite Guard and are pulling back. Luckily, you have a couple of Lasers at the front of your base. These help push away the first assault from Hassan's units.

Begin by building a Tiberium Refinery and start it working. Once this is in place, use the Hand of Nod to build Light Infantry. Have these units scout around, paying special attention to the areas inside your walls, particularly the southeast corner. Hassan sends in an APC to this location for a surprise attack.

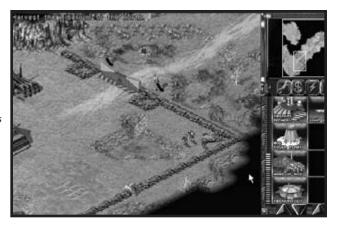
A few units can guard the Tiberium field to the north. Send other units through the Automatic Gate after you've built up a relatively good number of Light Infantry. Split up this force outside the base, sending one group north and the other south. Both groups encounter some minor resistance from Hassan, but nothing that causes them much trouble.

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Your Lasers stave off Hassan's initial assault, but you must begin production so you have the units necessary to defeat him.

You receive several surprise visits from Hassan. The APCs are particularly dangerous.



A couple of forces containing six or so Light Infantry should be enough to clear out most dangerous areas. When the last of Hassan's troops goes down, you move on to the next mission.

TIBERIAN SUN NOD MISSIONS: DEUS EX KANE

MISSION 2: RETALIATION

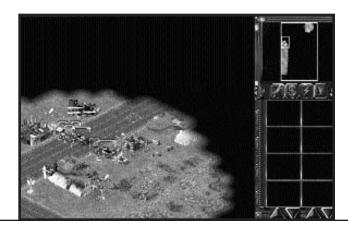
Objectives:

- Capture the TV station to the east.
- Destroy Hassan's Elite Guard.

WALKTHROUGH

Move north from your starting point, driving your units through the destroyed town. Head east outside of the town until you reach the bridge. Deploy the MCV here and get your base going. Build a Power Plant right away, followed immediately by a Tiberium Refinery and a Hand of Nod. Use the units you produce to scout the area, paying special attention to the region north of the bridge.

When you start exploring here, Hassan's forces detonate the bridge to prevent you from crossing. You find a Laser and a pair of Hassan's Light Infantry guarding the approach. Mass a group of units and charge this position. There are excellent Tiberium fields to the west and south of your starting location. You can also find another route to the Laser by destroying the cliff wall that lies just north of the western Tiberium field.



Your base is best placed east of this ruined city.

PRIMA'S OFFICIAL STRATEGY GUIDE

When you can, move some troops up the new slope and take out Hassan's forces here. Building a War Factory and a few units helps. Now, have the War Factory pump out a second Harvester. Assign an Engineer or two to repair the bridge destroyed by Hassan's forces.

With production clicking along, develop a good group of Attack Buggies. Use these to move along the bridges, engaging any of Hassan's forces you spot. A group of four or more Buggies should have little trouble dealing with any Lasers you encounter. In fact, the group proves more than a match for the feeble resistance offered by Hassan's troops.

Across the bridge, you find the TV station, which is completely unguarded. Take it with an Engineer to witness an interesting event. A number of units in Hassan's base immediately change to your color—the propaganda is working. Have them destroy all the units and set up a defensive perimeter.

Now move another Engineer to Hassan's base and steal that Hand of Nod. Route your production through this new structure and build additional Engineers to take the rest of the base. When you have a force massed in this new base location, check around the area and destroy everything that isn't the same color as your troops, paying special attention to any of Hassan's Engineers.

Hassan's last remaining base is to the south. Go west from the new Hand of Nod to locate the Tiberium field his Harvester is working. Destroy this to eliminate his economic growth, then follow the road that lies just east of this field. Head up the slope along the map's bottom edge and continue into the base.



Once you capture the station, the tide turns against Hassan.

TIBERIAN SUN NOD MISSIONS: DEUS EX KANE

You should have little trouble either destroying everything or using Engineers to claim as much as you can before Hassan sells it all. Once his Hand of Nod and War Factory are either gone or in your control, he sells off his remaining structures and sends the Infantry after your units. This is a feeble effort against your assembled military might.

MISSION 3A, OPTIONAL: FREE THE REBEL NOD COMMANDER

Objectives:

■ Locate and free the rebel Nod Commander.

WALKTHROUGH

You start this mission with meager forces while Hassan's base is well stocked with units. Therefore, the front entrance is much too difficult for you to tackle at this point. Instead, move to the southwest and slay the three Infantry units guarding the tunnel. Go through the tunnel to the opposite side.

On the far side of the tunnel, move up the hill and wipe out Hassan's units guarding this small base. First, take out the trucks. One truck holds a few



Move through the tunnel to find Hassan's vulnerable base to the east.

PRIMA'S OFFICIAL STRATEGY GUIDE

additional Infantry units while the other contains three Engineers. Capture the Hand of Nod and a Power Plant, then place the other Engineer near the Refinery. When the Harvester returns, capture it and start

getting Tiberium for yourself. Start the Hand of Nod pumping out a steady stream of Engineers, who can grab the other structures.

Now start churning out Infantry units—both Light Infantry and Rocket Infantry. A couple of Engineers (you need at least one) would do nicely too. Head out from the eastern side of your base and use an Engineer to repair the

There is no
Construction Yard
in this base, so you
can't build new structures.
Use a few Engineers to grab
some Power Plants.

bridge. One of Hassan's Attack Buggies guards the bridge area, so clear it out using Infantry before sending the Engineer in. Once the bridge is repaired, send a flood of Infantry units across it to the rear of Hassan's base.

Select your whole force and have it rush the Tick Tank deployed just inside the base. When it's disabled, send the entire force at the Laser. You'll probably lose a few units in these attacks; using Rocket Infantry helps to keep losses low.

When the Laser goes down, the walls surrounding the prisoner explode, and you gain control of the rogue commander. He tends to run into the path



Engineers created in the Hand of Nod complete the takeover of this base.

TIBERIAN SUN NOD MISSIONS: DEUS EX KANE



Once Hassan's perimeter is down, you can pull back all your forces, along with the roque commander.

of other Lasers in the area, so quickly select him and move him east, past your attacking force. While your Infantry units provide covering fire against Hassan's forces, send the rogue commander all the way back to your base.

To complete the mission, just run the commander back through the tunnel toward where you started this mission. An evacuation helicopter awaits him. Tell him to enter the helicopter, and he flies off safely while you fly to the next mission.



Get the prisoner to the Harpy that enters near where you started the mission. When he boards it, you win.

COMMAND & CONQUERTM TIBERIAN SUNTM ADVANCED STRATEGIES

PRIMA'S OFFICIAL STRATEGY GUIDE

MISSION 3: DESTROY HASSAN'S TEMPLE AND CAPTURE HIM

Objectives:

- Cross the bridge and destroy the enemies on the far side.
- Deploy your MCV and begin building a base.
- Locate and destroy Hassan's Temple.

If you complete
the optional mission, you eliminate
the reinforcements Hassan
is scheduled to receive. If
you head straight to this mission instead, Hassan gets reinforced during the mission.

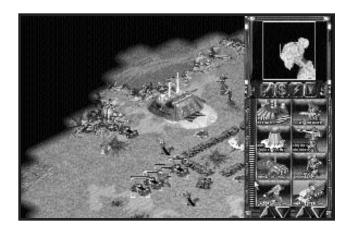
WALKTHROUGH

You begin this mission in the southeast corner of the map. Your small but effective force is tested early. Hassan sends a few units to check your progress, and when you counterattack, they pull back across the bridge. Gather your units and follow them. Destroy all units on the far side of the bridge except for the Hand of Nod and a Power Plant. When the last of Hassan's units is destroyed, you receive reinforcements that include some Engineers and an MCV. Use the Engineers to take over the base, and deploy the MCV in a good location. Immediately start creating your own base, putting up the structures that you haven't captured. The closest Tiberium field is located south of the Hand of Nod.

Hassan's forces continue to test your defenses, particularly from the southwest and northwest; these are the best spots for base defenses. A couple of Lasers and several Tick Tanks deployed in these two areas can fend off most of Hassan's assaults. Lining the western edge of your base with Tick Tanks is a good idea; some may be able to help defend against attacks from either direction. Many of these assaults are by Infantry units, so putting Light Infantry and Attack Buggies here is a big help.

Hassan's main base lies to the west of your location. A force of Tick Tanks, supported by Attack Buggies and some Attack Cycles, can break in while leaving structures free for Engineers to grab. However, the only real objective is to take the Pyramid Temple, and Hassan with it. This lies northwest of your base.

TIBERIAN SUN NOD MISSIONS: DEUS EX KANE



You suffer constant attacks from the west, southwest, and south. Lasers help, as do a large group of Infantry and Attack Buggies.

After your base defenses are set, gather a force of Tick Tanks and Attack Buggies. Send an Engineer to repair the bridge leading north, and move the force across. Resistance here is weak, and the Hand of Nod on the other side of the bridge is ripe for capture. Take it and build a variety of Infantry here. Move your assault force west of the Hand because Hassan sends in units to destroy it.



Taking and defending this Hand of Nod shouldn't be too difficult. Reinforce this area whenever you have spare units from the defense of your main base.

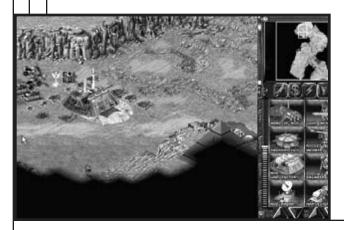
PRIMA'S OFFICIAL STRATEGY GUIDE

Now start pushing west from this base, supplementing your attack force with additional Infantry from this second Hand of Nod and vehicles from your main base. Hassan has a Refinery east of the wall, which makes for an easy capture. Just west of the wall, you can destroy a series of Advanced Power Plants to weaken his base.

As you push west, you experience a number of counterattacks from Hassan, but your force can handle these easily. Keep moving and sending in reinforcements for this force. Destroy or capture any buildings you find, and use the Tick Tanks and Attack Cycles to hit the Lasers without taking any damage. You reach another bridge at the western end of this base. Set up a defensive screen here, then move a few Tick Tanks east along the edge of the cliff.

Hassan's Pyramid is located on higher ground here, about midway between the two bridges. It's lightly guarded by a pair of Lasers, which should be no trouble for a few Tick Tanks to destroy. You can either move up your Tick Tanks and destroy the Pyramid, or simply have an Engineer come in and take it.

In either case, when the Pyramid explodes or is captured, Hassan flees in a Harpy. As he does, a group of Rocket Infantry appears in APCs and shoots him down on a small mesa southeast of the Pyramid location. Hassan is captured, sending you to the next mission.



Hassan's Temple, partially revealed here, is east of the War Factory and on higher ground. A pair of Lasers and a few Infantry units guard the approach.

TIBERIAN SUN NOD MISSIONS: DEUS EX KANE

MISSION 4A, OPTIONAL: BLACKOUT

Objectives:

■ Locate and destroy the GDI Radar Installation before the Ion Storm ends.

WALKTHROUGH

You face a pair of Hover MRLSs initially, but your force can take them easily. After a few seconds, the Ion Storm hits, which renders the GDI hovercraft inoperable anyway. While the current location is decent for the base, you would suffer a lot of GDI attacks here. There's a better location to the east, then northeast over the bridge. Go to the end of the peninsula here and place the Construction Yard. This is a very compact area, but you don't need too many structures. You can get by, at least for some time, with just one Power Plant, a Refinery, a Hand of Nod, and a War Factory. Get a second Harvester working, and start building your forces. You have about an hour from the start of the Ion Storm, which is more than enough time to accomplish your modest goals.

Because you're back in a corner, GDI is completely unaware of your presence and doesn't attack this base. Create a large force of Tick Tanks, Cyborgs, and a few Buggies. When your forces are ready, have an Engineer



This location not only provides ample Tiberium, but also affords the best way in to the GDI base.

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This small GDI camp makes a perfect advance base for your assault on their main encampment.

repair the broken bridge north of your base, then move your troops across. GDI has only a couple of weak guard units here that you can easily smash through. Send a few Engineers behind your attacking group.

Go up the slope and find the small GDI outpost. Take both the War Factory and the Barracks, and make both of them your primary structures. Use the War Factory to create a couple of Titans to complement your main group, destroy the Power Plants, then send your forces west from here. You need another Power Plant, so build one and place it as soon as you capture the two GDI structures; it's faster this way.



The Radar Installation lies just north of this damaged War Factory and just west of the two Silos.

There is a cliff face that can be destroyed west of your new position. Hit this and send your troops into the main GDI base. There are plenty of targets here, either for destruction or capture. Powerful GDI base defenses cause some initial trouble, but your large number of units can take them down with relatively few losses. It is much faster in this scenario to simply destroy the GDI buildings, which also prevents them from reinforcing the area. Destroy the Barracks and the War Factory, along with the RPG and VMG Tower.

Keep moving west, destroying everything you spot. Capture or destroy the Radar Installation, which lies immediately north of the War Factory in the main base. Once it is destroyed or in your hands, the mission ends.

MISSION 4: EVICTION NOTICE

Objectives:

- Locate the Temple of Nod.
- Destroy all GDI forces.

WALKTHROUGH

You start in the northeast corner of the map. Put the MCV here and scout around a little. You discover a small Tiberium field to the west and another to the south. The southern field is richer but more dangerous; GDI has a pair of Light Infantry and a VMG Tower here.

Move your vehicles down. The Tick Tanks can eliminate the VMG Tower, and when the Infantry moves in, the Buggies can handle them easily. Now you can harvest this field peacefully.

When your base is up and running with a second Harvester, build a huge force of Tick Tanks and Attack Buggies—about six of each. Move this group straight south of your base to the small GDI camp, and destroy the Barracks to prevent GDI from reinforcing. Take out any GDI units you see, and have some Engineers move down and take the Silos and Refinery, making sure you

Completing the previous optional mission eliminates the GDI base to the south, which decreases the number of attacks on your position at the start of this mission.

Completing the optional mission also stops the GDI Orca Transport from reinforcing the enemy base.

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Take out this turret to gain access to this valuable Tiberium field.

get the Harvester too. Build another Hand of Nod and place it in this base, along with a couple of Lasers on the western side. You need more power, so build a few Power Plants, putting them all in one base or some in each.

GDI attacks with Jump Jet Infantry in both locations, so create 10 Rocket Infantry at each base and spread them around. You're also attacked from the south across the bridge, but this is easy to counter. Again, build up a large force of Tick Tanks, Buggies, and Cyborgs. Move this group across the bridge and follow the river north to the main GDI encampment.



This GDI Barracks must be destroyed to prevent more units from being created to harass you. It's too difficult to take and keep it.



The first attack has taken out a few defenses and the Barracks, leaving the western side of the GDI camp open to attack.

Move in, taking out the base defenses immediately ahead of you. Then try to get either the Barracks or the War Factory. While this attack progresses, build another force back in your original base—about 10 Tick Tanks and 15 Cyborgs. Put the Tick Tanks in one group and the Cyborgs in the other, and send them to a staging area west of the GDI base.

With production damaged, you can easily break through with the next attack. Tell the Cyborg group to start hitting GDI units, and have the Tick Tanks destroy any production facilities still standing before they target GDI vehicles and base defenses. With both production facilities down, your remaining units can smash through the rest of GDI.

The Temple is located in the top-left corner. Move a few units here to find it, and a pair of mutants runs out. This ends the mission if you have crushed all the GDI forces. If not, scout the area east of the GDI base for any last stragglers.

MISSION 5: SALVAGE OPERATION

Objectives:

■ Stop the transport of the Tacitus at all costs.

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WALKTHROUGH

Start by taking out the four GDI Light Infantry guarding the train. The train, unfortunately, rushes down the tracks to the north.

There are two sets of train tracks here, and the train you're chasing is on the western set, so follow. Head north along the tracks and cross the first bridge. Continue moving northeast following the same tracks, the northern of the two located here. Continue over the next bridge, leading with your military units and keeping the Engineers a good distance behind.

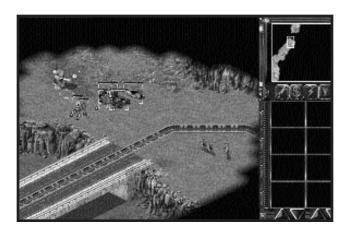
A Titan lurks to the north on the far side of the second bridge. Your units can easily take it down, but expect considerable damage. The Engineers must survive, and the Titan tends to target them. When the Titan is dead, stop for a moment and take stock. A small GDI patrol of Infantry moves in to the south of this position, but they don't attack you.

Now follow the tracks east. Keep your units moving all the way around the GDI base located north of your position. When the tracks slope down to a lower level, you encounter two Wolverines. Blast through them and continue on the tracks, which take you along the northern edge of the map to the train station area. Unfortunately, the train is gone, and the tracks lead directly to the front of a hostile base. Find a back way in.

Head south through this area, moving as quickly as possible. You pass directly by the crash site. Move along the eastern side of it and press hard to



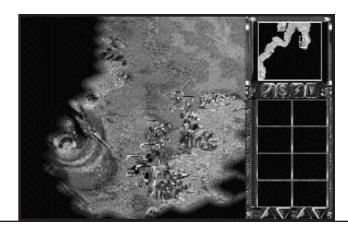
Minimize your losses on this mission; you have only six units capable of defense, and you get no reinforcements.



This Titan is only your first difficult test in this mission.

the south. Vega's troops consider you an enemy, as do the GDI forces in the area. But if they run into each other, they start fighting, which gives your units a chance to slip through.

Follow the canyons here leading south and then west around the outcroppings of rock. You may draw a little fire from GDI Titans, but they shouldn't pursue if you don't stop to counterattack. Keep running as fast as possible until you reach the broken bridge. Go under it, then up the slope to the south. This not only leads into Vega's base, but also to the train itself.



Run past the crash site as fast as possible. You must minimize contact with both Vega's forces and GDI.

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The slope south of the bridge leads to the train containing the Tacitus.

Move up the slope and destroy the few of Vega's units here. Most importantly, target the Engineer; he attempts to repair the bridge as soon as it's clear that you're there to stop the train. Destroy all three train cars, and the Tacitus appears for the taking. Now just move a single unit onto the Tacitus to take possession and complete the mission.

MISSION 6, PART ONE, FIRST CHOICE: LOCATE AND CAPTURE UMAGON

Objectives:

- Locate and capture the train station before Umagon flies in and boards the train to escape.
- If Umagon boards the train before you've captured the station, stop the train before it leaves the region.

WALKTHROUGH

You begin in the southeast with an MCV, a pair of Attack Cycles, and an Artillery piece, which isn't nearly enough to complete this mission. Start the



The base is underway and clicking. Notice the second Refinery being built.

base working. An excellent Tiberium field lies to the north of your starting location, and another lies to the west. Get the base running and build a second Harvester, followed by a few units. When you get the chance, build a second Refinery.

Have an Attack Cycle explore the area north of the base. You find a broken bridge leading northwest. Build a large force of Tick Tanks and Cyborgs, and move them to the bridge. You want a sizable group because this force must stop the train. When this attack group is ready, send an Engineer to repair the bridge. Move everyone across and into the clearing beyond.

Maneuver the attack force to the map's northern edge, then head west. You find a small GDI outpost consisting of a single Power Plant and a Barracks, but it's heavily guarded by Disk Throwers. The Cyborgs can easily exterminate them while the Tick Tanks destroy the two structures.

Around this time, you're alerted that Umagon's dropship is flying in, and that she'll be boarding the train in 10 minutes. Move west from the small GDI camp you destroyed and find the city. Destroy the few GDI units, being very careful to avoid the VMG and RPG Towers guarding the rail lines. Have the Tick Tanks destroy the towers. Move all your units to the tunnel opening and wait.

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This tunnel makes a perfect spot to ambush (Imagon's train. The Floater is a new and deadly creature spawned by Tiberium contamination.

Now just wait for Umagon's train. Back at the station, she arrives and boards the train, which moves north to your position. When it appears, your forces automatically destroy the engine, leaving Umagon's car. Move in and claim it to win.

MISSION 6, PART ONE, SECOND CHOICE: LOCATE AND CAPTURE UMAGON

Objectives:

- Find and destroy the GDI Mobile Sensor Arrays (MSAs) undetected.
- Capture the medical colony before Umagon escapes.

WALKTHROUGH

Start by moving in slightly, toward the map's center, and building up your base. Deploy the two Artillery units, which do a fine job of smashing the few GDI units that overlook this area. Build up quickly, and get a second Harvester

and a second Refinery working as soon as possible. You need a huge number of units to complete this mission easily.

When your base is set, start pumping as much money as possible into unit production. Build Cyborgs and Tick Tanks for the main objective, and make a couple of Attack Cycles for scouting. Keep building up and don't move too far out of your base; don't risk driving through the MSAs' scanning area. However, send a single Attack Cycle to scout directly north of your base.

While your goal is stated as reaching the medical colony, you really don't need to. If you can prevent Umagon from reaching the GDI base in the first place, you can successfully complete the mission. To do this, you must eliminate the three MSAs that ring the GDI base without entering their scanning range.

Fortunately, you have Artillery.

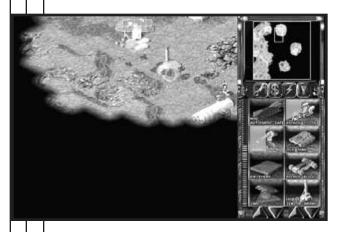
Cross the bridge in the northwest corner and carefully examine the plateau. When you have at least 25 support units built, send them to join the Cycle, and bring the Artillery. Set the Artillery in this area and target the first of the MSAs. Your other units act as a screen should any GDI forces come to investigate.

After destroying the first MSA, move the entire force to its location. Just south of the buildings here, you find a hill. Send one Artillery piece to the top and deploy it; it is just barely within range of the second MSA and can take it



The base is up and running with two Refineries and three Harvesters.

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This MSA won't last too much longer under this kind of bombardment.

down with only a few shots. Once the MSA is destroyed, pull the Artillery back to the rest of the group.

Back at your base, continue generating units. Move them to the area between the first two MSAs, which overlooks the GDI base's northern edge.

Move southwest from this location to the narrow point of the higher ground. Send a few units slightly south of this area to destroy the pair of Wolverines and the Titan guarding this area, then move in the Artillery. Put them here and destroy the final MSA. While they shell the MSA, move your



The second MSA can be reached from the top of this hill.



The third MSA can be hit from the area just north of the hill.

units east and north to the area west of the GDI base, and prepare them to move. By now you should have a huge force of Cyborgs and Tick Tanks. When the third MSA is down, you receive a view of the entire map area. You are also alerted that Umagon is heading to the medical center.

Send all your units east into the GDI base. You draw lots of fire, but don't be concerned. Destroy the train engine to stop Umagon from leaving. Then level the surrounding defenses and units. Within a few moments, you gain control of the train car and Umagon, ending the mission in victory.

MISSION 6, PART TWO: SHEEP'S CLOTHING

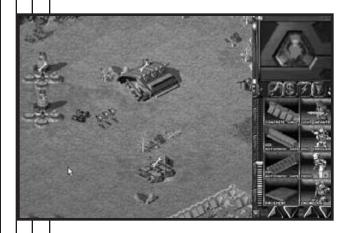
Objectives:

- Capture the enemy Construction Yard.
- Use GDI units to destroy the mutants' base.

WALKTHROUGH

You have only a few units to start with, but they are all you need. You've already got the Barracks, so create an Engineer and send him into the

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With the exception of your starting units, everything you have in this mission looks like GDI.

Construction Yard to capture it. Meanwhile, have your Infantry deal with the few GDI units attacking your structures. Use the Construction Yard to build up a GDI base, and repair your damaged buildings when you get the chance. As always, a second Refinery and three Harvesters are a big help. There is a small patch of Tiberium walled off to the east of your Barracks, and another, larger patch to the north of the base.

Because you're using GDI units, make sure your starting units stay back at the base. Build up a large force of Titans and a couple of Wolverines. Send the Wolverines to explore the area. You find a broken bridge north of the base,



This mutant camp is no trouble for a good force of Titans. Destroy everything, including the Laser Fences.

and it can only be repaired from the other side; deal with this later. To the east of your starting location, you find a small mutant camp. Send in about six Titans and wipe it out. Take the Titans across the bridge in this camp and move them west to the opposite side of the broken bridge.

While the eastern bridge is way across the river, the broken one north of your base is much closer to the main mutant camp. Build a GDI Amphibious APC and put an Engineer in it. Send this across the river and repair the bridge. Now you have a direct path from your base to the main mutant camp in the north.

Now start building units again, concentrating on Titans. A couple of Helipads and a force of Orca Fighters are also a good idea because the mutant camp is protected by an Obelisk of Light. Move the Titan force across the repaired bridge and head directly northeast. Smash into the mutant base and wipe out everything you can. The Orcas help take out the Obelisk and the mutants' helicopters.

The mutants use a variety of interesting vehicles. Crush these with your Titans and start exploring their base. There is a Hand of Nod just beyond the Automatic Gate. A Construction Yard lies north of this, and a War Factory sits to the east. There are also several SAM Sites to destroy. Hit everything, concentrating on the buildings primarily, but hitting mutant units when they attack. Don't forget the trio of Helipads in the canyon just south of the Obelisk. Smash these to prevent the helicopters from rearming after they attack.



If you can take down the Obelisk, you'll have an easier time moving through the mutant base.

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When the bulk of the mutant buildings is destroyed, you are victorious. The mutants are now convinced that GDI has turned on them. From this point forward, you have the mutants' cooperation.

MISSION 7, OPTIONAL: ESCORT THE BIO-TOXIN TRUCKS

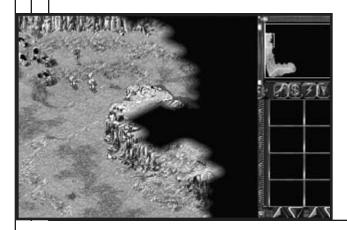
Objectives:

- Locate the bio-toxin trucks.
- Escort the trucks to the checkpoint east of the base.

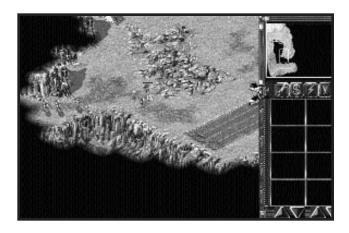
WALKTHROUGH

You start in the southwest corner with a small force of units. A single mutant runs from your position and attacks GDI forces in the east. He is killed quickly. Start heading north from your point of entry. You run into a couple of GDI patrols, so have the Cyborg Commando lead the way; he can eliminate GDI Infantry with a single shot.

When you reach the cliff, turn east and enter the Tiberium field. Keep the Engineers back for now while the Cyborg Commando scouts the area and



Move north until you reach the cliff face. There is a way to the top, but you don't need to take it.



It takes only a few seconds for the Cyborg Commando to eliminate a trio of Disk Throwers.

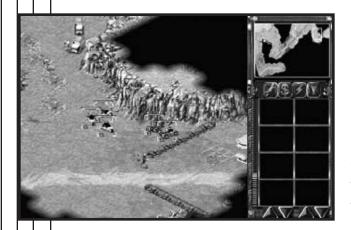
wipes out everything he finds. Destroy the Tiberium Fiends located here, as well as the GDI Disk Throwers found on the higher ground. Move south through the Tiberium field and locate the bridge. Hit the three Disk Throwers to the west, then move in the vehicles. Bring the Engineers across very carefully; the Tiberium damages them.

If the Commando is wounded, move him into the Tiberium to heal. When he's fully healed, send him *slowly* across the bridge. As he begins to cross, GDI forces on the far side destroy the bridge, and you don't want him to go



The bio-toxin trucks are very fragile, and you must sneak them through a GDI base to get them out.

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Hit hard and fast. The Cyborg should draw the bulk of GDI fire, allowing the trucks to move past unscathed.

down with it. Send an Engineer to repair the bridge, then move the Cyborg Commando across to kill the GDI Infantry. When the area is clear, move everyone over. Follow the road to the northeast.

As you near the top of the map, you find the old Nod base and the two bio-toxin trucks. Move your units in and send everything as far east as you can along the map's top edge. Now things get a little tricky; you must use the Cyborg Commando as a decoy for the trucks.

Send the Cyborg Commando south along the cliff wall. Bring the Cycles and Buggies just behind him, with the trucks following the military vehicles. At the southern end of the cliffs, you start drawing some fire. Tell the vehicles to attack the GDI Disk Thrower on the mesa above you while the Cyborg Commando engages the base defenses. It should take him only a couple of shots to blow through everything, including the VMG Tower and the Titan. Move him around the cliff and into the base, taking out any other GDI units in the area. Have the vehicles follow behind him, with the trucks trailing.

While your military units keep the GDI forces pinned down, drive the trucks through the base and into the top-right corner. When they reach this area, they are safe, and the mission ends.

MISSION 7: DESTROY THE GDI RESEARCH FACILITY

Objectives:

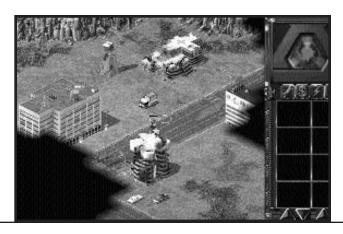
- Contact the mutants.
- Clear GDI forces away from the tunnel and main road.
- Locate the research facility.
- Destroy the research facility.

If you complete
the optional mission, you receive a
shipment of bio-toxins
when you capture the Missile
Silo. This allows you to fire a
single Cluster Missile during the
course of this mission.

WALKTHROUGH

The Nod Spy starts in the southeast corner of the map. Move him straight north through the ruined city. You run into a single GDI Infantry unit; wipe him out and keep going north to find the mutants. They come from all around to join the Spy. From this point on, the mutants generally follow the Spy, but you don't directly control their actions. For the most part, they move where you move and attack what you attack.

When the mutants have joined you, head straight west along the top of the city. There is a cliff wall to your north; follow this westward, all the way out of the city and beyond. You run into small groups of GDI units along the way, but none are troublesome.



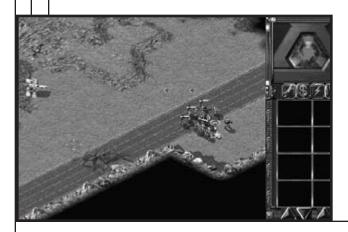
Get the mutants in this clearing. Now you have a large group to help you.

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Outside the city to the west, locate a tunnel heading northeast. Gather everyone together and send the Spy through. There are some GDI forces on the far end, notably a couple of Disk Throwers and a Titan. Destroy the Disk Throwers first because they have a better chance to kill the Spy. Destroy everything. When this area is clear, you get reinforcements, including a few Engineers and an MCV, at the south end of the tunnel. Send everyone to the higher ground north of the tunnel, then west to the old base. Plant the MCV here and start building.

Use the Engineers to grab the structures here. Notice that the mutants no longer follow the Spy. Instead, they charge GDI positions around the map and attempt to break through. Although they all get slaughtered, the mutants do an excellent job of scouting the terrain.

When you get the chance, send an Attack Cycle straight east from your base all the way to the eastern edge of the map. Find an unprotected entrance to the GDI base down a small slope. You can nab a number of full Silos if you bring in Engineers. Build an APC and four Engineers. Load the Engineers in and get ready to move. Send a couple of Devil's Tongues to clear out the Infantry guarding the area. When it's clear, build a Hand of Nod (but don't place it yet) and send over the APC. Have the Engineers grab all four Silos, then place the Hand of Nod. Create some additional power, then build a War Factory and place it in this area too. Change both of these structures to your primaries. Your new base is here, at the southern end of the GDI force.



It's touch-and-go until the Titan is destroyed. With it out of the way, the path is clear for building a base and wiping out GDI.



When you find the research facility, just blow it up. The mutants try to stop you, but they are easily crushed.

From here, the mission is fairly standard. Build a force of Tick Tanks to deal with all the Component Towers in the area. GDI has a tremendous force of them throughout their base in the north. You find a bridge about two-thirds of the way up the map. GDI forces destroy this rather than allow you to have it, but it's really no problem. Send some Devil's Tongues to kill resistance, then send an Engineer to the far side in the APC. Have him repair the bridge from here; it cannot be fixed from your side.

Keep the forces moving north. Have your Tick Tanks level all base defenses. Continue to supplement the attack force with additional units as you create them. The medical research facility is located in the northeast corner of the map, and it's very lightly protected by GDI units.

Move in and start hitting the facility. You must destroy all three buildings to complete the mission.

MISSION 8: RESCUE OXANNA

Objectives:

- Locate and free Oxanna.
- Steal a GDI Orca Transport to escape.

PRIMA'S OFFICIAL STRATEGY GUIDE

WALKTHROUGH

Start by moving everyone out of the prison area and to the south. Some GDI units approach, and Slavik must survive. Have the Cyborg Commando deal with them. Put Slavik and a few Infantry units into the APC and send it south to join other units. Unload it and return for the rest of the Infantry, including the Commando.

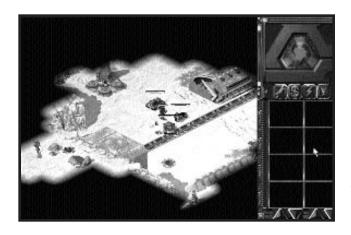
With all units together, start moving northeast toward where the Cyborg started the mission with the truck. You must cross an ice floe here, which is potentially dangerous. Send everything but the Tick Tanks across. When everyone's safe, send one Tick Tank over the ice. Wait for the ice floe to refreeze, then send another Tick Tank. You are now told that Oxanna is being moved to a new location. Don't worry about this now; you don't find her until much later in the mission.

Move your forces east from here until you locate the dirt road, then follow this south to the rail lines that lead through a tunnel to the northeast. Gather the Cycles, Buggies, Tick Tanks, and the Cyborg Commando, and run them all through to the far side. It opens into a GDI base, and the tunnel exit is heavily guarded by a pair of Titans. Destroy them and move into the base. Send the Engineers through in the APC.

Now comes the tricky part. Send the Cyborg Commando through the base and destroy any GDI units you see. Have one of the Engineers capture the War Factory. Position the other Engineer to get the Refinery when the



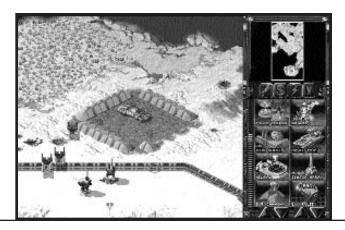
The APC is useful for moving your Infantry units to the other side of the crevasse to the south.



The GDI base lies before you, ready to be captured. You must proceed in the correct sequence to succeed.

Harvester moves in to unload. Now you have money and some production facilities. Start building a second Harvester. Move the Cyborg Commando toward the northeast and disable the base defenses there. Find two more Engineers who can take the Barracks and Construction Yard in the prison area that held Oxanna. Start building up your base and creating a force of Titans. Remove the pair of Component Towers directly north of the Refinery.

Move a force out of the base and head south. Your goal is the small area revealed on your map. This holds an Orca Transport, which is perfect for your



This Orca Transport is the perfect vehicle for Slavik and Oxanna's escape.

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escape plans. Move in with the Cyborg Commando and eliminate the Component Tower and the guards. Blow through the front of the area too. Move in some other units now and take out the Titans on guard to the west.

Now follow the tracks to the GDI base and move in. Destroy everything, working your way west until you find the next prison cell. Have the Cyborg Commando blow through the door, and bring Oxanna out.

All that remains is to send Slavik and Oxanna to the Orca Transport and take them to safety.

MISSION 9, FIRST CHOICE: REESTABLISH NOD PRESENCE

Objectives:

- Locate and secure the old base.
- Destroy the GDI base.

WALKTHROUGH

You start this mission with a sizable force in the southwest corner of the map. Move as many units as possible to your base, which is located in the northeast corner—on the opposite side of the map from your current location. Surprisingly, the best path is almost a straight route through the center of the map. You must drive through the heart of a ruined city on your way. There are mutants here, including a Hijacker, so proceed with caution. When you reach the top corner, you regain control of the entire base.

The most important and immediate task is to control the Tiberium Veins. Build all structures a good distance away from the Vein Hole monster to prevent their destruction while your attention is elsewhere.

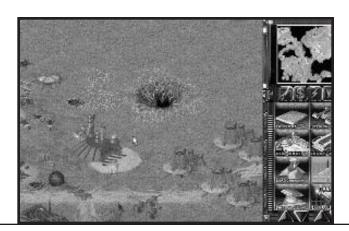
Build a pair of Weedeaters to clear your base of Tiberium Veins. When they have completely harvested the Tiberium Veins from around the creature in your base, they start to gather Veins from the mesa to the south; this could kill your base. While they are off harvesting to the south, the Vein Hole



Upon reaching the base, you find much of your work already completed. Repair the buildings and create the few structures you need to keep going.

monster in your base expands and wipes out your structures. Therefore, regularly check on the Weedeaters' progress and keep them harvesting within the base.

Because you start with an existing base and a good amount of credits, you can easily build a powerful force of units. Use several defensive structures, including an Obelisk, to protect the southern and western approaches to the base; GDI commonly attacks from these two directions. A Stealth Generator or two can prevent GDI from targeting the bulk of your units and structures.



You must monitor the Weedeaters and keep them working inside your base.

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With proper defenses and a Stealth Generator, your base is safe from virtually anything GDI throws at you.

Now explore the map. You gain Chemical Missiles quickly thanks to the Weedeaters, but you need targets for them. Build a pair of Devil's Tongues and have them burrow all the way back to where your units first entered the map, then move them north. There is a very weak GDI position here, and it's a perfect place to start your attacks.

The Devil's Tongues can easily handle the GDI forces in this area. Four Silos here are ripe for picking; send in an APC with four Engineers and grab them all. Place a Hand of Nod and a War Factory, and you have the perfect advance base to take care of GDI.



After you build a secondary base, sell the Silos to free some space. The EMP Cannon is effective against GDI Disruptors in the area.

Now send Attack Cycles north from the advance base to spot a tremendous number of small GDI camps. The Chemical Missiles you're building annihilate any defensive structure in one hit, and kill or damage any surrounding units.

From here on, this is a standard mission. Use the Chemical Missiles to weaken GDI positions in the northwest and the south, and move units in to mop up. You fight a constant battle against the Tiberium Veins in your own base, and GDI likes to attack your Harvesters working on the plateau south of your main base. Disruptors are also a constant problem.

MISSION 9, SECOND CHOICE: PROTECT THE WASTE CONVOYS

Objectives:

- Establish a base and build a Tiberium Waste Facility.
- Destroy the GDI base.

WALKTHROUGH

You enter in the southeast. A good supply of Tiberium lies to the north, and a large plateau to the west is almost completely covered with green Tiberium. However, it's heavily guarded by GDI forces, so you must eventually break through them. Build up the base and create a good-sized force of Rocket Infantry. GDI attacks with aircraft and Jump Jet Infantry in this mission, so build a stock of SAM Sites. Explore the area immediately surrounding your base and get to work on structures and units.

While one of your mission objectives is to build a Tiberium Waste Facility, don't build it immediately. The Weedeaters enter the map in the northwest and must drive down the long road to reach your base. This road is crawling with GDI units and even a couple of VMG and RPG Towers.

To combat this threat, create a small force of Tick Tanks and Attack Buggies. Place two or three Artillery units and a handful of Rocket Infantry with this group. Move the group down the road while an Attack Cycle or Stealth Tank scouts the road ahead. Stop periodically and deploy the Artillery

PRIMA'S OFFICIAL STRATEGY GUIDE



GDI units attack from the road and the plateau to the west.

pieces to destroy anything you encounter. Keep the Rocket Infantry safe; they are your protection against Jump Jet Infantry.

Continue moving this group along the road to the west, then take it north as the road turns. Your Artillery generally can kill any GDI Infantry with a single hit and damage any vehicles. Your other units can deal with anything that manages to survive the first Artillery strike. The Artillery can also remove any Component Towers you find. Keep this up until you reach the top-left corner of the map. Now the road is safe enough for the Weedeaters to travel.



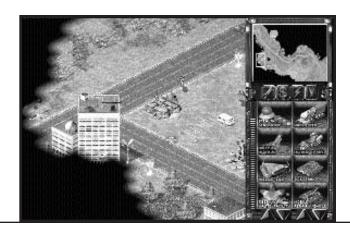
You don't need a large force to clear the road, but the Artillery pieces are essential.

After the road is clear, build a Missile Silo, then a Tiberium Waste Facility. This starts the Weedeater convoy rolling. Only one Weedeater enters at a time, and because eight loads of Tiberium Waste are needed for a single missile, you can't launch anything soon. This shouldn't affect your plans for the GDI base significantly; by clearing the road, you have already damaged GDI's position seriously. All that remains is to finish off the base.

With the exception of the pictured Barracks, the GDI base, shaped like a large triangle, sits alone in the northern section of the map. The best attack path leads up the slope in the map's center and heads directly east to the edge of the cliffs northwest of your base. By this time, you should have amassed a tremendous force of Tick Tanks and other units. Stock a couple of APCs with Rocket Infantry and bring them along. Have your Artillery do all the work while other units act as a defensive screen.

Start in the east, simply because there are few defenses here. You can easily smash through the Barracks in the corner of the map. Roll west from here, using Attack Cycles or Buggies to scout for you. Bring along a couple of Mobile Repair Vehicles to keep your vehicles in top form as you move across the map.

When you start hitting the bulk of the GDI base, your Chemical Missile should come online. You can use it to destroy the Barracks in the west, or have it hit the center of the GDI base. The toxins create havoc in the GDI ranks. Either target is good for the missile, but using it on the main base is slightly more dangerous because of your own units' proximity.



This lone Barracks in the western part of the map makes a nice target for your first Chemical Missile.

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The Chemical Missile scores a direct hit on the GDI Barracks.

If you continue against the GDI forces, Artillery taking out buildings and damaging units so your other vehicles can eliminate them quickly, you probably won't get a chance to fire a second Chemical Missile. The remaining GDI base cannot stand up to your assault for long. By attacking from the east, you destroy the GDI Construction Yard and Refineries fairly quickly, leaving the enemy at your mercy.

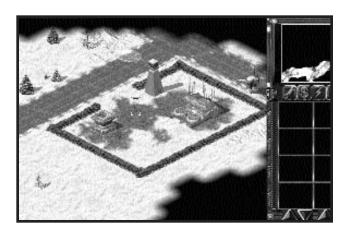
MISSION 10: DESTROY THE MAMMOTH MARK II PROTOTYPE

Objectives:

- Spy on one of the GDI Comm centers.
- Destroy the Mammoth MK II prototype.

WALKTHROUGH

The Spy starts in the southwest corner of the map. He is completely non-combatant, so keep him away from GDI patrols scouting the area. Send him



The Spy must enter this structure to discover the Mammoth's test location.

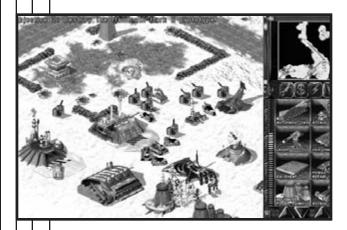
east over the bridge near your start location. You pass some patrols, but because the Spy is a stealth unit, they should not see him if he doesn't get too close. Head along the map's southern edge as far as you can to avoid the immediate area of most of these patrols.

You reach a second bridge about two-thirds of the way across the map's bottom. Cross this, then skirt the north edge of the Tiberium field. Continue east, staying as close to the south as you can without actually walking through the Tiberium. An area ahead opens up. This area surrounded by sandbags is one of the Comm centers in the region. Wait for the Titan to walk past on its patrol, then send the Spy into the building. Now that you have confirmed the Mammoth's location, your reinforcements arrive back where the Spy started in the southeast.

The Comm center you infiltrated makes the perfect place to start your base. Send units there while avoiding as many patrols as possible. Move to the area south of the Comm center, place the Construction Yard, and take out the patrolling Titan. Get your base up and running quickly, which shouldn't take too long; additional Tiberium lies to the east. These two fields should give you enough Tiberium to build many units and structures.

When your base is set, boost production on Tick Tanks and create a couple of Artillery pieces. GDI sends periodic attacks at your base, often with Disruptors or MRLSs, so establish significant defenses along the north end of

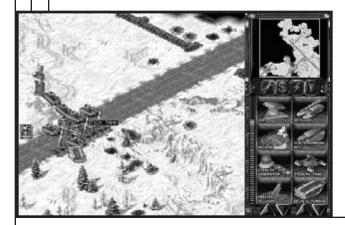
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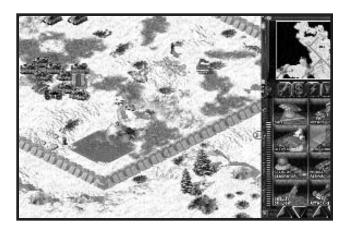
GDI frequently attacks your base from the north. Several Obelisks and a row of Tick Tanks are in order here.

the base. An Obelisk at either end with some Lasers along the middle should be sufficient, but a row of Tick Tanks and some Artillery provides extra insurance.

Use Attack Cycles to expose the long strip of road leading north toward the area where the Mammoth was tested. Pay special attention to the higher ground along the eastern side of the map. You lose a few Cycles doing this, but you must expose the base defenses that line the front of the base. While doing this, continue producing Tick Tanks and other support units, particularly additional Artillery. With this force, head north to the exterior of the GDI



Move in slowly, keeping your Artillery protected by a screen of other units.



If you don't have air defenses in this attack group, you'll lose the Artillery quickly, thanks to GDI's Orca units.

base and deploy Artillery. Direct it to hit the base defenses while other units provide protection. A group of Rocket Infantry is also necessary because GDI attacks with Orca Fighters. You want a huge force for this attack—about 15 Tick Tanks and several additional support units. Devil's Tongues are too hard to manage in this scenario; their flames hit your units too.

Move this force in slowly to deal with the GDI units that break from the base and attack. Concentrate Artillery fire on base defenses until there is nothing within range. When the Artillery have exhausted their targets, advance and redeploy them and repeat this process. Sacrifice a couple of Cycles to explore the interior of the GDI base, which is heavily defended by Component Towers and the Mammoth itself.

Keep your units moving slowly, sending the Artillery in a few paces and knocking out everything it can hit. Continue sending additional units from your base because you take losses despite the strength of your attack.

As you come closer to the Mammoth, GDI's attacks on your forces intensify. Break through the towers guarding the area just outside of the Mammoth's pen. Now send everything you have at the Mammoth; it destroys a number of your units, but it can't stand up long against your massive forces. When it goes down in a fiery heap, you proceed to your next mission.

PRIMA'S OFFICIAL STRATEGY GUIDE

MISSION 11: CAPTURE JAKE MCNEIL

Objectives:

- Capture the GDI outpost.
- Capture Jake.
- Evacuate Jake at the specified location.

WALKTHROUGH

Your forces start in the southeast corner of the map. The small outpost lies in the southwest corner. You also seem to have captured three Amphibious APCs. Two are loaded with Engineers, and the third is empty. You have three Toxin Soldiers and one Rocket Infantry standing outside this third APC; put all four into the empty APC and head west.

Hug the southern extreme of the map as closely as possible. Move quickly, but not so quickly that you are spotted. There are some GDI patrols in the area, and if one of them sees you, Jake is alerted to the trap. Twice you must drive slightly north to go around large outcroppings of rock. These two places are where you have the highest chance of being caught. The first is slightly more dangerous thanks to a GDI Light Tower shining a spotlight near your APCs. There is just enough room for your vehicles to sneak by single file.

As you move, you are alerted that Jake has begun his inspection tour, and his location is near the middle of the map. Move south of the large neutral structure and get ready for a slight change. Move west until you can't go any farther, and pull the Rocket Infantry out of the APC. Have him target and shoot the destructible cliff face here, then load him back in the APC and continue. Keep hugging the bottom of the map until you see the slope down into the base's rear.

Now unload the APCs completely. Send the Engineers toward the different structures here. There are four Light Infantry who must be handled as well. Tell each of the Toxin Soldiers to go after one apiece, and have one take out the fourth unit too. Keep the Engineers moving as rapidly as possible because Jake is nearing the base now. When you've captured every structure, the deception is complete; all the structures revert to looking like GDI buildings.



Quickly move the Engineers into the structures. The approaching Wolverines can be destroyed if necessary to ensure Jake's capture.

Jake enters the base, where he's captured easily by the Toxin Soldiers with a single gunshot.

With Jake in your custody, load everyone into an APC. Follow the terrain you revealed on the way into the base back to your starting location. Get Jake out of the Amphibious APC and into the Subterranean APC to complete the mission.

MISSION 12, OPTIONAL: PULLING THE SHARK'S TEETH

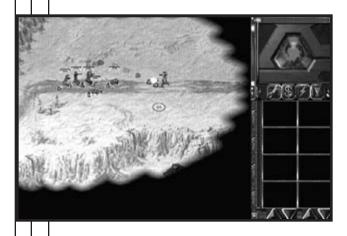
Objectives:

- Infiltrate the Comm centers and steal the codes.
- Evacuate the Chameleon Spy.

WALKTHROUGH

Your forces begin in the southwestern section of the map. You have only six Infantry units and the Spy, who is a noncombatant. Avoid contact with GDI

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You face a couple of GDI patrols in this mission. Attack quickly and concentrate your fire on one unit at a time.

troops whenever possible. Group the Infantry and send them ahead of the Spy, who must be kept safe at all costs.

The road ahead leads directly to the front of a GDI base. You can't get in that way, so head north along the cliff's western edge. You probably encounter three GDI Infantry on patrol, but your units should have no trouble taking them. Destroy the cliff wall in the north and send the Spy into the Comm center for the first code.

Destroy the cliff wall just east of the MSA and head up. Run your units north to the top of the map, which is on the higher ground. Now travel east to



Sneak the Chameleon Spy into the first Comm center to retrieve the first part of the Ion Cannon launch code.

the next Comm center, just outside of the small town here. Move carefully; GDI has a pair of Component Towers located just southwest of this Comm center. Hug the top of the map to avoid detection as you move east.

Again, go east and have your Infantry destroy the cliff face just east of the second Comm center. Move to the road, keeping your Infantry in front. They are attacked by another patrol of three GDI Infantry units. You may lose a man or two, but as long as the Spy remains safe, there are no problems.

Continue along the road, and as it turns southeast, you find a small group of storage crates. Just south of these is yet another section of destructible cliff. Hit it and send the Spy into the small area. The third and final Comm center is located here, and the Spy should have no trouble obtaining the third part of the code.

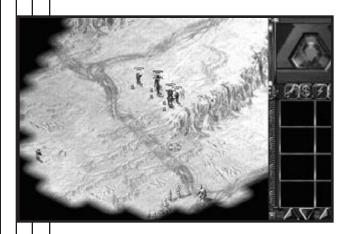
An APC appears on the map to extract the Chameleon Spy now. Unfortunately, you don't control it; you must move the Spy to the APC. It sits on high ground along the southern edge of the map. It's almost directly south of the second Comm center, and straight east from where you started the mission.

Move your force west along the road to the area south of the second Comm center. The road leads southwest here and branches to the northwest and the south. The northwest fork leads directly to the two Component Towers you avoided earlier, and the southern branch leads directly to the front of a GDI base; take the southern branch. Run through, but keep your eyes open. A couple of GDI Infantry units are west of the road, and a patrolling Wolverine could cause some serious problems if he spots you.



There are some guards around the third Comm center, so move with extreme caution.

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Lots of guards make this part tricky. Time your passage south to avoid being spotted.

Now run south until you spot the GDI MSA. Crush this if you want to, but it's not necessary. The APC is just southeast of this MSA. Just get the Spy into the APC to finish.

MISSION 12: A NEW BEGINNING

Objectives:

- Deploy ICBM launchers at the three beacons.
- Build the Temple of Nod.

WALKTHROUGH

At the start of the mission, Jake McNeil enters the south end of the Hammerfest base and disables the Firestorm Walls. Move your forces in and destroy all GDI units in the area. Have your Engineers take the Firestorm Generator and sell it. Grab the four Power Plants too. Send a unit to explore the area north of this location to find a Refinery. Move your last Engineer next to it and have him wait. Meanwhile, place the Construction Yard and start building your own Refinery.

TIBERIAN SUN NOD MISSIONS: DEUS EX KANE

GDI has built this Refinery as a test site for the Ion Cannon. After testing it, GDI repairs the Refinery back to full strength. Grab it with the Engineer as soon as it is fully repaired. You now have two Refineries, which is a

good start. Get your base up and running and add a couple more Harvesters. Knock out the GDI MRLSs to the east and start building up your base for defense.

After a few minutes, GDI realizes that you have infiltrated its base, and the *Philadelphia* starts tracking you. You have three hours to move the ICBMs before you are destroyed, but this is more than enough time to complete your mission.

Create a few Attack Cycles and have them scout the areas around the two distant launch sites. The third is directly north of your position and is not a problem. However,

don't redeploy the ICBM yet; it would attract a huge amount of GDI attention. Instead, ignore it for now; there is plenty of time.

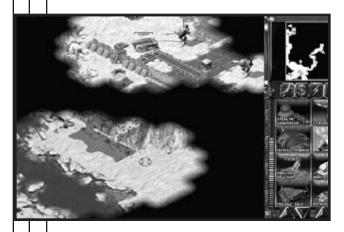
In the top-left area, you discover the ICBM location is guarded by a very strong GDI base. As soon as the Attack Cycle gets close, the bridge across is destroyed. That's fine for now. This location is the most difficult of the three to reach and requires the bulk of your attention. Build up forces, including



Once your base is set, explore the areas to the northeast and the north. Find the best paths to the launch sites.

If you complete the optional mission, GDI's test-firing of the Ion Cannon is its only use. After this, it reverts to your control, and you can use it against the GDI positions. If you do not complete the optional mission, GDI fires the Ion Cannon at your base at regular intervals.

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A Devil's Tongue can help you scout this area more effectively. If you have the Ion Cannon, you can now spot many of the GDI defenses here.

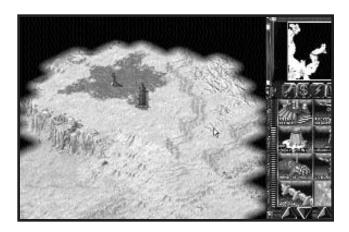
about 10 Rocket Infantry, a dozen or so Tick Tanks, and several other support units. Artillery is useful here too. Set these units to the side for now.

The third ICBM launch site, located toward the east, is also somewhat problematic; it sits between two GDI camps. Move the scout Cycle to the area south of the location and park it on the bridge. A nearby GDI RPG destroys the Cycle and the bridge with it; this prevents GDI from reinforcing this area from the south.



With a solid foothold here, you can slowly expand the amount of territory you control and make it safe for the ICBM to deploy.

TIBERIAN SUN NOD MISSIONS: DEUS EX KANE



Move the other two ICBMs into place, and the mission is a success.

Now tackle that base at the top. To clear the way in, set up a small base inside this GDI base. Load a few Engineers into an APC. If you build a Temple of Nod, the Cyborg Commando becomes a welcome addition to this assault. Move your attack force to the top corner. Have an Engineer repair the bridge, and send your units across and into the base. If you have the Ion Cannon, knock out the base defenses here to make things easier. As you attack, build a Hand of Nod and be ready to place it. Knock through the Titans and the RPG Tower in the northwest, and have an Engineer capture a building. Place the Hand of Nod and start building units. You may also want a War Factory in this location.

At this point, you can probably get the first ICBM in place in this top-left corner. Send one with a suitable escort of Tick Tanks and other vehicles, and move the ICBM to the proper spot. Your small base here does a fine job of keeping it safe, but having a SAM Site or two around it is an excellent idea.

You can complete the mission at this point by sending a large group of units from your primary base to the site in the east, then moving a second missile there. Once it's in place, it takes only a few moments to move in the third.



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Introduction to Firestorm Expansion

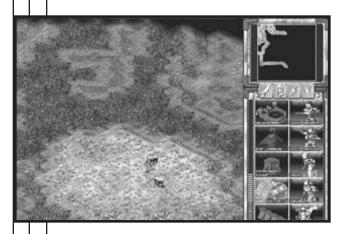
THE STRUGGLE CONTINUES

Following the succeess of halting Kane's quest for world domination, GDI has paid a heavy toll. Many major cities around the world are in ruin, and GDI forces are spread thin in near constant skirmishes with the scattered remnants of the Brotherhood of Nod. The Brotherhood, although lost without its leader, is far from broken. Several high-level Nod commanders still remain at large, and there are rumors of large-scale reorganization within the Brotherhood ranks.

THE TIBERIUM CRISIS

Tiberium contamination is reaching crisis levels. Many new and bizarre Tiberium-based life forms have been spotted, and there have even been reports of these creatures attacking human settlements. Vast fields of Tiberium have spread to cover huge swaths of land in the temperate zones of the world, destroying or corrupting all indigenous life there. Prominent GDI scientists estimate that if a solution to the Tiberium Crisis isn't found soon, the earth may become incapable of supporting human life within as little as one year.

PRIMA'S OFFICIAL STRATEGY GUIDE



New and dangerous Tiberium-based life forms have been sighted all over the planet.

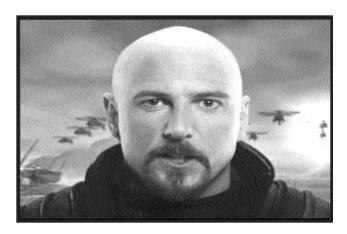
THE TACITUS

The secrets of diffusing the Tiberium Crisis may be held in the mysterious artifact know as the Tacitus. Little is known about the origins of this device, but its discovery in the ruins of Kane's Cairo Command Center offers GDI a glimmer of hope. Excavation and retrieval operations are already underway, with leading GDI scientists eagerly awaiting the opportunity to study the Tacitus. Without its secrets, there is little hope for GDI—or the world.

THE BROTHERHOOD OF NOD

Without Kane, the present state of the Brotherhood is deplorable. The inner circle of Nod, its ruling council, is paralyzed by inept generals and a total lack of leadership. Nod forces are scattered, and the Cairo Command Center is in the hands of GDI. Worst of all, CABAL, Kane's sentient supercomputer, has been dismantled by GDI, leaving the Brotherhood blind and deaf to the rest of the world. Without immediate action to rally its troops and reorganize, the Brotherhood will fall into absolute chaos as it has in the past.

INTRODUCTION TO FIRESTORM EXPANSION



With the loss of its charismatic leader Kane, the Brotherhood is splintered and in disarray.

Firestorm

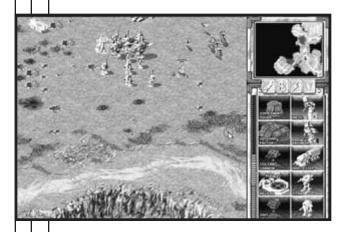
There have been many changes made in *Firestorm* that directly affect the strategies and tactics of *Tiberian Sun*. Many of the changes deal with unit attributes. Most are upgrades, but a few units have been toned down for the sake of balancing the game. There is also a variety of additional units and structure, each offering a unique weapon to the arsenal of an experienced commander.

GDI UNIT CHANGES

JUMP JET INFANTRY

The sensor suite and movement speed in all Jump Jet Infantry units has now been upgraded. This effectively increases the range of sight for scouting JJIs, as well as allowing them to spot cloaked units and structures from the air.

PRIMA'S OFFICIAL STRATEGY GUIDE



Medics no longer run into the enemy line of fire when healing troops.

MEDICS

Medics now heal units at a slightly slower rate. Medics also no longer run to the head of a squad of Infantry when that squad has been ordered to attack a particular target. The Medic instead holds back, healing the Infantry within the squad without running into the line of fire.

HARVESTERS

Harvesters may now enter any Tiberium field regardless of who controls it. The behavior of Harvesters has also been upgraded, allowing you to assign a Harvester to a particular Refinery. This prevents Harvesters from crossing huge open areas of land when you have multiple Refineries and multiple bases. To assign a Harvester to a particular Refinery, simply click on the Harvester, then order it to the appropriate Refinery. As long as that Refinery still stands, the Harvester will deliver Tiberium to it exclusively.

DEPLOYABLE SENSOR ARRAYS

Once known as Mobile Sensor Arrays, DSAs can detect the new Limpet Drones.

INTRODUCTION TO FIRESTORM EXPANSION



You can now assign Harvesters to particular Refineries.

DISRUPTORS

The process of constructing Disruptors has been made much more efficient, reducing the price of these potent weapons from 1,300 credits to 1,100 credits apiece. The Veteran ability of the Disruptor has also been changed from exploding when destroyed to a speed upgrade.

NOD UNIT CHANGES

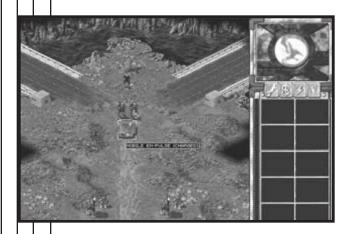
CYBORGS

All Cyborg units, except the Cyborg Commando, can now be affected by the EMP Cannon, rendering them as immobile as vehicles caught in an EMP burst.

ARTILLERY

Artillery fire has been downgraded, making the individual shots much less devastating. Further, the accuracy of Artillery fire has been reduced as well. Fast-moving units are difficult to target, making a direct hit and full damage

PRIMA'S OFFICIAL STRATEGY GUIDE



All Cyborg units, excluding the dreaded Cyborg Commando, are now vulnerable to the EMP Cannon.

much less likely. Finally, damage against Infantry is modified. No longer can a single shot kill enemy Infantry. It typically requires two shots instead.

SUBTERRANEAN APC

Subterranean APCs are now affected by EMP shots even when underground. If caught in an EMP burst, the subterranean unit immediately surfaces and remains immobilized until the EMP effects wear off. No units may be unloaded until after the EMP effects have been cleared.

DEVIL'S TONGUE

Devil's Tongues are also affected by EMP shots. When caught in an EMP blast, they respond identically to the Subterranean APC.

MOBILE REPAIR VEHICLES

The MRV no longer runs to the front of a squad it has been assigned to repair whenever that squad is ordered to engage the enemy. Instead, it hangs back, repairing the vehicles in its squad from safely behind the front line.

INTRODUCTION TO FIRESTORM EXPANSION

GDI ADVANCEMENTS

As the second Tiberium war broke out, GDI realized that its forces were in desperate need of more advanced weaponry and equipment. Huge amounts of resources and millions of man hours were spent developing the following technology.

STRUCTURAL ADVANCEMENTS

CONCRETE AND FIRESTORM DEFENSE WALLS

Due to advancements in GDI construction techniques, Concrete and Firestorm Walls can now be laid in five-tile blocks. This allows a GDI commander to completely enclose a base in Concrete or Firestorm Defense Walls in a fraction of the time it previously required.

EMP UPGRADE

Advances in EMP technology now allow the EMP gun to affect all Cyborg units except the Cyborg Commando, as well as immobilizing subterranean units. The EMP gun also clears any area of deployed and hidden Limpet Drones.



The powerful EMP gun has seen significant advancements.

PRIMA'S OFFICIAL STRATEGY GUIDE



GDI can now drop Veteran Infantry to any point on the map.

DROP POD CONTROL PLUG

With this control plug installed into an Upgrade Center, a GDI commander can periodically call down Veteran Infantry troops to any point on the map. The drop pods that carry the troops house a powerful chain gun in their noses, capable of leveling any enemy Infantry or light vehicle in their landing paths.

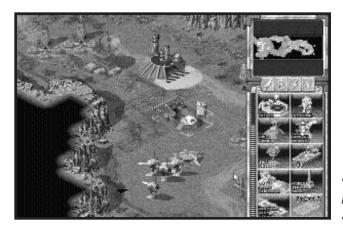
MEDICS

The medics no longer run to the front of a squad they have been assigned to heal whenever that squad is ordered to engage the enemy. Instead, they hang back, healing the squad from safety behind the front line.

NEW UNITS

More detail on the capabilities and limitations of the new GDI units is given in chapter 2, "Units."

INTRODUCTION TO FIRESTORM EXPANSION



Use the Firestorm Generator to protect against Hunter/Seeker attacks.

JUGGERNAUT

GDI has finally developed a long-range Artillery unit. With three deadly cannons, the Juggernaut can dismantle enemy units and structures from a safe distance.

EMP TANK

The EMP Tank has been created to take the devastating effects of an EMP burst outside the base and to the enemy's doorstep. Although lightly armored and limited by range and a long recharge time, the EMP Tank can immobilize multiple enemy vehicles in a single blast.

MOBILE WAR FACTORY

The Mobile War Factory allows GDI to move vehicular unit production anywhere it might be needed. Once deployed, this unit can construct vehicles exactly like its stationary counterpart. When you need to move it, the unit can be moved and redeployed elsewhere.

PRIMA'S OFFICIAL STRATEGY GUIDE



EMP Tanks can take the powerful effects of the EMP Cannon on the road.

LIMPET DRONES

Representing a fundamental advance in reconnaissance technology, the Limpet Drone can actually attach to an enemy vehicle and offer surveillance data via that vehicle from anywhere on the map—including inside an enemy base. Limpets are hover units that become virtually invisible once deployed.

THE TECHNOLOGY OF PEACE

The Brotherhood has been expending huge amounts of resources in its search for advances in the Technology of Peace. These new advancements are the fruits of its labor.

STRUCTURAL ADVANCES

EMP CANNON

Nod enjoys the same upgrade in power to the EMP gun possessed by GDI. The two weapons are functionally identical.

INTRODUCTION TO FIRESTORM EXPANSION

CONCRETE WALLS

Nod Concrete Walls can now be laid down in five-tile blocks, allowing for the construction of defensive fortifications in a fraction of the time it previously took.

Units

More detail on the capabilities and limitations of the new Nod units is given in chapter 2, "Units."

REAPER

Recent advancements in Cybernetic technology have allowed the Brother-hood to create the ultimate Cyborg unit—the Reaper. This four-legged battle walker is armed with twin Cluster Missile launchers to obliterate vehicles, and a net launcher to immobilize ground units.

MOBILE STEALTH GENERATOR

Now the protective effects of a Stealth Generator can be used anywhere on the map, at any time. The Mobile Stealth Generator allows a Nod commander to cloak units in the field, as well as working Harvesters or fledgling bases.



Nod Limpet Drones are also hover-capable.

PRIMA'S OFFICIAL STRATEGY GUIDE

THE FIST OF NOD

The Fist of Nod is identical to the GDI Mobile War Factory in all significant ways.

LIMPET DRONES

The Nod Limpet Drone is identical to its GDI counterpart in all significant ways.



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GDI Missions: A New Threat

MISSION 1: RECOVER THE TACITUS

Objectives:

■ Find the Kodiak. Use the Convoy Truck to transport the Tacitus when you have retrieved it.

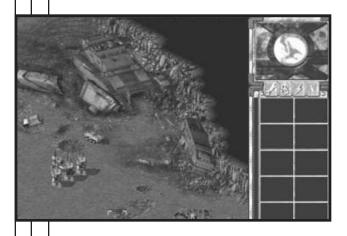
While transporting the Tacitus from the ruins of Kane's Cairo Command Center, the Kodiak has crashed. Its exact location is unknown, but it is believed to have touched down off the North African coast. You must locate the Kodiak, salvage it if possible, and retrieve the Tacitus.

WALKTHROUGH

This mission begins with the same raging Ion Storm that brought down the Kodiak. Immediately spread your troops out and load all of your Engineers in the APC. Otherwise, your troops may become a little extra crispy. Now move your four Wolverines forward to combat the pair of Nod Light Infantry and Rocket Infantry coming from the east.

Once you have dispatched the annoying Infantry, take all of your units south, up the nearby slope, to the top of the ridge. There you find a city settlement filled with Shiners under Nod attack. Assist them in repelling the Nod

PRIMA'S OFFICIAL STRATEGY GUIDE



Send an Engineer into the Kodiak to retrieve the Tacitus.

forces, and they reward you with information about where the Kodiak may have landed.

To the immediate east of your battle, assisting the mutants, is a ruined bridge. Order one of your Engineers to repair the ruin, then send all of your troops across the bridge as quickly as possible. A new group of Nod Infantry is coming from the east—but if you are quick enough across the bridge, the Shiners attack them for you. Otherwise, have your Wolverines mop up the interference.



Once you've stomped all Nod resistance, speed the Convoy Truck toward the transport site.

Cross the bridge, then pass through the radar tower and Helipads of the abandoned Nod base. Don't attack the base. Instead, send your Titans south, then east along the ridgeline. Use the Titans to dispatch the patrolling

Cyborg stationed in a nearby Tiberium field. Once the coast is clear, send all of your troops, lead by the APC and Convoy Truck, eastward to discover the fallen Kodiak. Order an Engineer inside to salvage the Tacitus, then order the Convoy Truck to transport it.

A small group of Nod reinforcements, including an MCV and a pair of Tick Tanks, stations itself behind you to the west. The MCV invariably deploys, laying the foundation of a small Nod base, including a Fist of Nod and a healthy regiment of Infantry. Ignore the base, and instead focus your efforts against the pair of Tick Tanks. Even when the Tick Tanks dig in and deploy, your four Titans should make quick work of them with little collateral damage.

Once the Tick Tanks have been disassembled, send your APC, Wolverines, and

Convoy Truck west toward the newly revealed beacon and awaiting Orca

For some extra credits and a significantly higher mission score, send your remaining three Engineers into the Nod base to take over the Construction Yard, Tiberium Refinery, and Hand of Nod. Sell the MCV and Tiberium Refinery to crank out some extra Infantry. Then feel free to destroy or capture every remaining structure in the Nod base. Although not vital to the success of the mission, it is a great opportunity for increasing your Infantry forces.



Send your APC, filled to the brim with Engineers, to take over the Nod base.

PRIMA'S OFFICIAL STRATEGY GUIDE

Transport. The beacon should be just about where you started the mission—on the extreme west side of the map. When the Convoy Truck arrives safely at the transport site, the mission is a success.

MISSION 2: PARTY CRASHERS

Objectives:

- Find and evacuate any civilians in the area.
- Maintain all factories until reinforcements arrive.

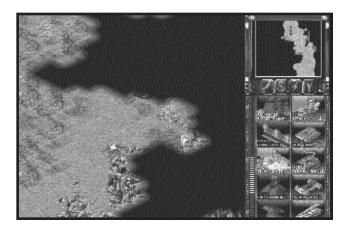
Civilians in a nearby colony have come under fire from strange new Tiberium life forms. These creatures are ravaging anything they come across, placing the colony and its entire population in grave danger. GDI is already mounting a rescue mission, sending several Orca Transports into the area to evacuate the local residents. Your mission is to locate all civilians in the area and escort them safely to the Transport Pad, located near the center of the map. While the rescue operation is underway, make sure that the local GDI base is defended and all unit-producing structures remain operational until reinforcements arrive.

WALKTHROUGH

You start with a pair of Titans, scattered Infantry, and a well-fortified base near the central-west side of the map. You need every last Concrete Wall and Machine Gun Tower to defend your small outpost. Be careful with your base defenses, as you are without a Construction Yard to replace them.

Immediately begin building Titans, and send your original two toward the southeast corner of the map to discover a civilian settlement. Once you have produced new Titans, send them to reinforce the pair already on the move.

Within minutes, the settlement in the southeast comes under fire from a new kind of Tiberium-based life form—the Tiberium Floater. This life form is accompanied by several Tiberium Fiends, the bristly, green, dog-like beasties from the original *Tiberian Sun* missions. The creatures target structures first, then move to the numerous civilians in the area. Target the Fiends with your



The Floater is a new and deadly creature spawned by Tiberium contamination.

Titans before taking out the Floater. With the newly constructed Titans as backup, you should make quick work of this first assault.

Escort the surviving civilians with only one of your Titans to the Orca Transport Pad, located near the center of the map. Send the remainder of your mighty Titan army toward the northwest corner of the map, where you discover yet another settlement. Continue to build Titans to reinforce those in

CAUTION

The radiation that has mutated both man and beast in the past now alters creatures of the sea, resulting in the Tiberium Floater. This creature emits dangerous clouds of concentrated Tiberium gases, as well as packing a potent bioelectric punch. The toxic Tiberium gas is deadly against both Infantry and civilians. Prolonged exposure to the gas dissolves the flesh right off your Troopers, with the sticky goo that remains reforming into a deadly Viceriod. To avoid the nasty effects of the Tiberium gas, only attack Floaters with Titans or other heavy vehicles. Also try to keep the Floaters at a distance, as they can use their bioelectric attacks only when in direct contact with your units.

PRIMA'S OFFICIAL STRATEGY GUIDE



Civilians are evacuated once they reach the Transport Pad.

the field, sending damaged units back to the base for repairs. With the Titans you have in the northwest settlement, defend the civilians against another beastie assault. This attack is much like the last. Once again, target Fiends first, then the Floater. Escort the civilians of this settlement to the Transport Pad, again with a single Titan.

The rest of your strike force should head toward the northeast

corner of the map. While your units are en route to the next town, build five Titans dedicated to nothing but base defense. Once these are created, send the rest of the Titans that you manufacture to join the troops in the northeast civie town. Crush this next attack like you did the rest, sending damaged units back to base to be repaired. Escort the civilians to the Transport Pad, then hightail it to the city in the southwest corner of the map for the next attack.

Off and on during this mission, your base may be attacked by Fiends or Viceroids, the unpleasant result of exposure to Tiberium gas. Use the five Titans to mop up these small ambushes, keeping your base defenses as pristine as possible. Your base must be in top shape for the coming assault.



The fighting in this town is much more intense than in your previous battles.

You face a force of Tiberium-based life-forms much larger than you have dealt with before, including the presence of deadly Viceroids. Target the Fiends first, then the Viceroids, and then the Floaters. With the sizable army you have amassed by now, you should have no problem putting down this attack.

Once you have sent a Titan or two to escort the last batch of civilians to the Transport Pad, immediately fall back to your base with all remaining forces and buckle down. It's about to get ugly. From every direction, including *inside your base*, expect a heavy assault from a mish-mash of Tiberium Fiends, Viceroids, and Floaters. Many of the Tiberium Fiends actually come out of the ground and begin attacking your troops.

Protecting all unit-producing structures is your primary concern. Try to keep the creatures outside your base walls, and away from your War Factory and Barracks. About halfway through the battle, a sizable group of reinforcements is Orca-dropped in the center of your base. With this addition to your existing army, you should survive this last assault with no real difficulty. Once all Tiberium-based life forms have been reduced to scattered Tiberium Crystals, your mission is a success.

PRIMA'S OFFICIAL STRATEGY GUIDE

MISSION 3: CIVILIAN RIOTS

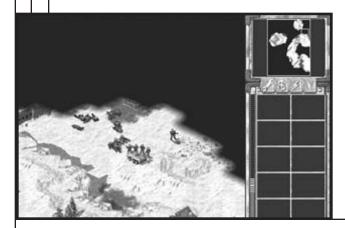
Objectives:

- Neutralize (do not kill) the four Riot Leaders.
- Protect food and water processors at all costs.

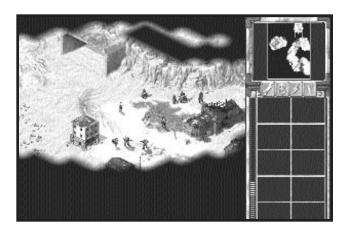
With the death of Tratos, the embers of discord between human and mutant have been fanned into a blazing inferno. At the center of this firestorm are four Riot leaders, whose words are inciting the local population to attack vital food and water processors. The loss of this machinery could mean famine, not only for the local residents, but for all civilians in the area. Your mission is to neutralize—without killing—the four leaders at the heart of this revolt. You must be careful not to kill any rioting civilians, or allow them to come to serious harm.

WALKTHROUGH

You begin this mission with a large group of Riot Troops, an APC to transport them, a Medic, and a trio of Engineers. You are also introduced to the potent new EMP Tank, perfect for disabling rioters' vehicles without destroying them. Load your Engineers into the APC, and begin moving all of your vehicles toward the northeastern corner of the map, where you find the first of the four Riot Leaders.

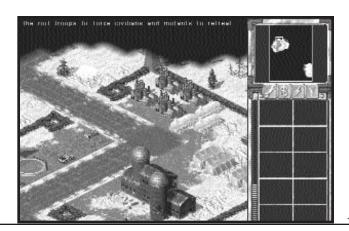


When dealing with rioters, be firm but gentle.



This fellow in the corner is one of the reasons for all the noise.

You are bound to come under fire from some surly rioters. One shot at each should send them off to sulk and keep them out of your hair. Don't group fire on the rioters. Although your Riot Troops generally do nonlethal damage, a group of eight of them is enough to kill even the most stalwart mutant. Try to make your way, led by your Riot Troops—if they take damage, the Medic can fix them up. If your APC or EMP Tanks take shots, they stay damaged.



Protect this machinery from the angry mob. Can't we all just get along?

PRIMA'S OFFICIAL STRATEGY GUIDE



The EMP Tank stops these vehicles in their tracks.

Just get one of your Riot Troops near the Riot Leader to take care of the little hothead. Once the *ex*-leader has been neutralized, the next leader's location is displayed for you. Now the GDI base containing several food and water processors comes under fire. Since the second Riot Leader isn't going anywhere, send your units, once again led by the Riot Troops, to the GDI base. Meanwhile, use your sizable fortune of 400 credits to repair any structure the rioters attack. They do almost no damage, apparently firing pellet and paint ball guns at the food processors, so you should make it to the base with plenty of time to spare.

Disperse the crowd attacking the machinery the same way as before—with a little tap by a Riot Trooper's rubber bullet. Once the machinery is relatively safe, heal all your Troopers with the Medic and unload your Engineers. Leave them and three Riot Troopers at the base with all the EMP Tanks. Load the remaining Troopers into the APC and race to the location of the second Riot Leader. Unload your Troopers, let them do their work, then move quickly to the location of the third Riot Leader.

Your base comes under heavy fire once again, this time accompanied by vehicles to add to the mayhem. Take care of these new rioters like before, and bring your EMP Tank to immobilize the vehicles as quickly as possible. While one EMP Tank is recharging, send another in to fry the circuits of the rioter

vehicles once the effects of the first EMP Tank have worn off. Keep doing this throughout the duration of this mission to prevent any unnecessary damage to your base or the local population.

While your troops near the base are taking care of the angry mobs of civilians and vehicles, send your Troopers, via the APC, to the location of the third and fourth Riot Leaders. Don't worry about coming under fire. Your goal is to rush in, immobilize the leader, and rush out. When you have taken care of all Riot Leaders, with the farming machinery still

intact and no rioters killed, the mission is a success.

The EMP Tank is a new addition to the GDI arsenal. It sends a burst of EM (electromagnetic) energy in every direction, immobilizing other vehicles temporarily. The tank takes a few moments to recharge its EMP attack. In the meantime, send the EMP Tank away to relative safety, as it is helpless while recharging.

MISSION 4: IN THE BOX

Objectives:

- Destroy two bridges to stem the flow of enemy reinforcements.
- Infiltrate and capture CABAL's core.

With the Tiberium crisis worsening, and GDI research teams unable to decipher the mysteries of the Tacitus, GDI Commanders have come up with a startling plan; capture and retrieve the computer core of CABAL—Kane's sentient supercomputer. It is thought that with CABAL's help, the Tacitus could be translated and the Tiberium threat defused. Your mission is to infiltrate a heavily fortified Nod base and capture CABAL's computer core for GDI use.

Unfortunately, CABAL's core is protected by dozens of extremely advanced, self-powered Laser Fence Posts. These stalwart defenses make your job that much tougher. You have reports, however, of technicians in a northern settlement that might help you deactivate the potent fencing.

PRIMA'S OFFICIAL STRATEGY GUIDE



Nod Cyborgs and light vehicles flood toward your base in the beginning of this formidable mission.

WALKTHROUGH

To start, things look grim. You're under almost constant attack from Nod light vehicles and Infantry, with a pittance of three Titans and two Wolverines to defend your fledgling base. To make matters worse, two bridges in the northeast and west allow Nod reinforcements to flood the area.

Your first priority is to build up your base and base defenses. You are at an extreme disadvantage with your limited building options. You can't build RPG Towers, or even a Repair Bay. This forces you to depend on the less-powerful Vulcan Machine Gun (VMG) Tower, and the rapid construction of dozens of new units. Construct Titans as your unit of choice—they are equally effective against vehicles and Cyborgs alike. Concentrate on putting a pair of VMG Towers at the north and west sides of your base to support your Titans' defense. Add to your tiny army about half a dozen Disk Throwers to take care of the oncoming Tick Tanks. Also be sure to pave your entire base to prevent surprise subterranean attacks from Cyborgs, or worse, Engineers.

There is plenty of Tiberium to start with at your present location. When that supply begins to dwindle, your next source of income comes from a lucrative field to the north. Unfortunately, a pair of Rocket Infantry and the dreaded Cyborg Commando protect this field. This small force also guards

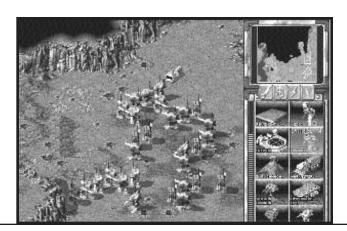
Every time you hear "Nod reinforcements have arrived," you are about to be attacked. However, the makeup of this new attack force is very predictable. Each group of reinforcements includes the following:

- 2 Tick Tanks
- 1 Attack Buggy
- 2 Attack Cycles

The existing Nod base usually supports an attack of these vehicles with a pair of Cyborgs. Destroying the bridges considerably reduces the number of forces coming into the area. When both bridges are destroyed, Nod is cut off from all reinforcements. Then you only have to deal with the units that the local Nod base can produce on its own.

the only access to the first of two bridges that you must destroy to cut off Nod reinforcements.

Neutralize the Cyborg Commando with an EMP Tank, then wipe out the Commando and his two Rocket Infantry buddies with a group of Disk Throwers. Once the coast is clear, send your Harvesters to the northern Tiberium field, and a small squad of three to four Titans to take out the bridge.



You need a horde of Titans to storm the Nod defenses.

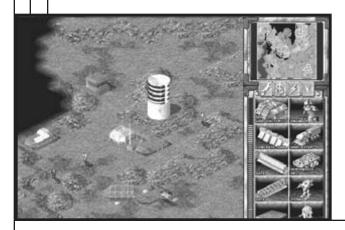
PRIMA'S OFFICIAL STRATEGY GUIDE

Force your Titans to target the bridge by using the Ctrl button. Once the bridge is down, Nod reinforcements are cut in half.

Now build a large group of Titans to both defend your base and assault the heavy Nod fortifications. You need a strong enough force to overcome several Lasers, two Obelisks of Light, and dozens of light and heavy Nod vehicles. Add to the Titans a pair of APCs, one filled with Engineers. Construct a battle group of no less than 20 Titans before you storm the ridge just northwest of your base. Take out the Lasers at long range, then move up to eliminate the Obelisk of Light and the assorted Artillery and Tick Tanks that are scattered about. Once you have secured the area, move your APC with Engineers in to take over the Hand of Nod, Tiberium Refinery, and full Silo. Now move the empty APC and the Titans north until you reach a relatively large civilian settlement.

You come across a tall cylindrical building within the settlement that houses the Technicians. They agree to help you, and even provide the location of the array you must take them to. Load the Technicians into the APC and send them to the safety of your base.

Meanwhile, build a small squad of five Jump Jet Infantry (JJI) with the credits you just pilfered from the demolished Nod base. Send them westward, toward the southwestern corner of the map. Have them annihilate any Cyborgs they meet, moving methodically to the west. You eventually come to a small island in the extreme southwestern corner of the map. From here,



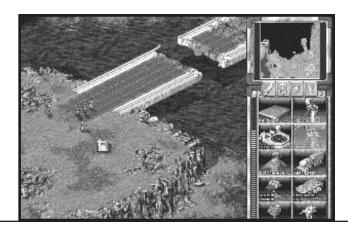
This is the building that houses the Laser Fence Technicians.

CAUTION

Be careful when attacking the bridge to the west. While your Disk Throwers are demolishing the bridge, a group of Nod reinforcements may arrive. If they do, pull back to wait for them to cross the bridge and leave. Then return to finish what you started.

move northward until you reach the second of the two bridges supplying Nod reinforcements. Fill an APC with a few Disk Throwers and a pair of Engineers, and send them to the bridge by way of the small island in the southwest corner.

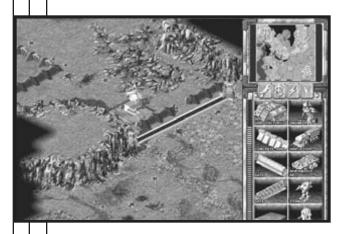
Have your Disk Throwers target the western bridge until they destroy it. While they are attacking the bridge, send your Jump Jet Infantry slowly northward, keeping an eye open for concealed SAM Sites. You eventually come across another Nod base, complete with a fully functional Obelisk of Light. Your five JJIs should take care of this Obelisk in a few moments. Move on to target the nearby Advanced Power Plants, always looking for lurking SAM Sites. Remove any other potential dangers, including Cyborgs and Tick Tanks. Be sure to leave the Radar Installation intact.



Destroy this bridge with the Disk Throwers.

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This is your first target.

Capture this building with a Laser Fence Technician.

When the bridge is destroyed, load your wrecking crew, complete with Engineers, back into the APC, and take them northward once the JJIs have taken out all Nod defenses. Capture the Nod Radar Installation with an Engineer, then build a Barracks beside it. Follow this with the construction of a War Factory, then build Titans and Disk Throwers to fortify the area. Once you have a group of five Titans and as many Disk Throwers, move eastward where you encounter several entrenched Tick Tanks and the first of three Laser Fence Arrays.

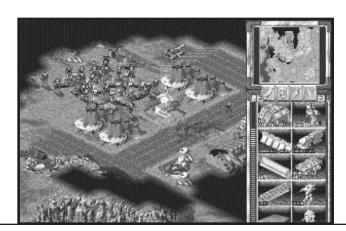


Build a large force of Titans in your new northwest base before moving against the second Laser Fence Array.

Destroy all defenses and punch a hole in the Concrete Wall behind the Laser Fence Array. Leave the Laser Fence untouched for now. When the area is secure, send the APC with the Laser Fence Technicians to the array by way of the river to the west. (If you simply order the APC to the array, the idiot piloting the vehicle will go through the center of the heaviest Nod fortifications.) After the Technicians have arrived at the array, send a Technician in to deactivate the first tier of Nod Laser Fence Posts. The second array is shown for you immediately.

You need a second powerful Titan army to overcome the potent defenses that protect this base. Build another 20 Titans at your new northwest base, then move them slowly toward the second array, destroying Obelisks, Lasers, and Nod vehicles as you encounter them. During this attack, send your original Titan army closer to your base, westward, also dismantling Nod defenses as you go. Expect heavy losses.

Once you have secured the area around the second array, send in another Technician to deactivate the second tier of Laser Fence Posts. Combine the remnants of your two Titan armies near the second array, and add a few reinforcements if your casualties were too high. You face a huge group of Cyborgs, Banshees, and base defenses. You have no choice but a frontal assault. Storm the Nod units and obliterate them, group firing on one Cyborg then another. Once you have secured the area, send in a third Technician to capture the final array and deactivate the Laser Fence Posts protecting the CABAL core. With an Engineer, you can capture CABAL and complete the mission.



Combine your Titan armies in the middle to overcome this powerful array of Nod vehicles and Infantry.

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MISSION 5: DOGMA DAY AFTERNOON

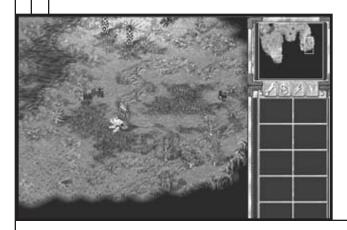
Objectives:

- Reconnoiter the area and identify the Temple of the Tacitus.
- Recover the Tacitus from the Temple and proceed to the designated airlift zone.

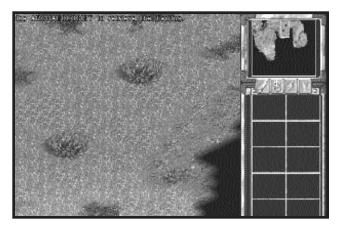
With the CABAL core brought online for GDI use, it is discovered that the Tacitus is incomplete. Without a second, smaller portion of the device, it may be years until GDI researchers can decipher the information locked within. CABAL has located the missing Tacitus fragment in an ancient Temple in the dense jungles of South America. You must reconnoiter the area CABAL has indicated and find the Temple containing the Tacitus fragment. You are assisted by Ghost Stalker and a leading Archeologist.

WALKTHROUGH

You begin with Ghost Stalker, a Medic, an Archeologist, and the new Juggernaut long-range Artillery. As potent as the Juggernaut is, you have little use for it in this mission. Move the Juggernaut south of your starting position and deploy it. This should easily take out several of the Tiberium Fiends you would



Deploy the Juggernaut to the south, then leave it behind.



These Vein Holes are the center of a strange Tiberium worshipping cult.

otherwise face near the end of the mission. Take your other troops, led by Ghost Stalker, northward to the uppermost edge of the map, avoiding Tiberium whenever possible. Move slowly westward until you come to a huge field of Tiberium Veins.

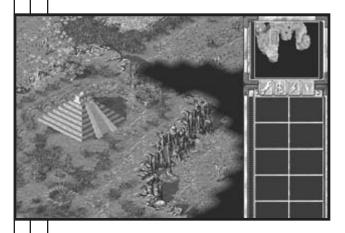
Once you arrive at the Vein Holes, you witness a peculiar ceremony involving the Holes and about a dozen mindless followers. Once you have been spotted, these zealots storm toward you. Target the back row of followers whenever you are attacked. Ghost

Stalker's Rail Gun wades through the first few rows of your enemies to get at those hiding in the back. If you do it right, you can kill three or four zealots per shot.

When you have dispatched the angry followers, have all your Infantry units cross the field of Tiberium Veins, then move southwestward. You find a Temple at the top of a ridge. Have Ghost Stalker clear the way to the ridgeline, allowing for the safe passage of your Medic and Archeologist.

Although Tiberium actually heals Ghost
Stalker, it is deadly to both the Archeologist and your Medic. Blue Tiberium causes damages even faster than green, so be especially careful when crossing, or even approaching, blue Tiberium fields.

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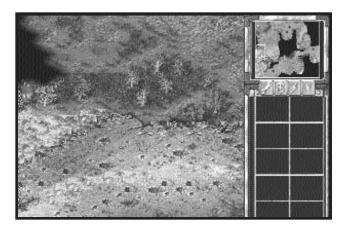
This Temple is your first target. Send in the Archeologist to determine whether or not the Tacitus is contained inside.

Move south once your Archeologist has determined that this first Temple is not the correct one. You travel up a large land ramp and encounter several enemy units that are much more durable than the previous zealots. Send Ghost Stalker up the ramp to attract their attention, then lure them to level ground before you have Ghost Stalker fire.

Now that the coast is clear, have Ghost Stalker destroy the two nearby trucks to reveal a pair of healing crates. These crates only heal the unit that actually opens them, so use them on the unit that needs them the most—your Medic. Now move west again until you come to a large field of blue Tiberium Crystals.

CAUTION

Ghost Stalker's Rail Gun is a great weapon, but it does have a significant disadvantage. It can't fire uphill. If you try to shoot units above you, the terrain will probably block the shot. Make sure you are on the same level as your attacker before you allow Ghost Stalker to shoot.



Use this "green carpet" through the deadly blue Tiberium field.

Snaking through the center of the blue Tiberium field is a path of green glowing algae. This is the only safe path through the field. Slowly lead your men down this "green carpet" west and then south as the trail of algae turns. Save your game here. There is a difficult ambush ahead, and a high chance of disaster.

As you come to the end of the algae, lead with Ghost Stalker and prepare for a small pack of Tiberium Fiends to attack. Make sure Ghost Stalker is on level ground, then fire at the center of the three Fiends. All three should die with the one shot. Move up with your Medic and heal Ghost Stalker, then have your Rail Gun-toting pal clear out any other resistance in the area.

When you are sure the area is secure, send the Archaeologist into the Temple to check for the Tacitus. Unfortunately, you discover that this Temple is also a dead end. Move east from the Temple, down a land ramp, with both Ghost Stalker and the Medic in the lead. You meet two very difficult enemy units that do considerable damage. Have the Medic heal Ghost Stalker while he fights, or he will almost certainly lose to this deadly pair. When you are victorious, have the Medic heal Ghost Stalker completely, then head east until you come to a large field of Tiberium Veins.

Order your Troops north from here, along the ridgeline, until you find a ravine heading east. This is the back way to the Temple of the Tacitus.

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Move around the north side of the Temple to take out the Cult Leader.

Continue through this ravine, sending your vulnerable Medic and Archaeologist across an unavoidable field of green and blue Tiberium. If you hurry, they should take little to no damage.

You cross a field of Tiberium Veins and come to the east edge of the map, with a land ramp to the south granting access to the final Temple. Have Ghost Stalker head up the ramp just ahead of the Medic, moving slowly westward until you come across a group of zealots surrounding a man in gray. Take care of the zealots as they rush toward you, always targeting a unit in the rear so you can kill several zealots per shot. Immediately after killing the zealots, take out the Cult Leader. With his death, the zealots move near where their leader died and join him in a dirt nap.

Now take out the three guards protecting the Temple of the Tacitus, making sure that Ghost Stalker is on the same level as his targets. Once all resistance has been annihilated, move your Archaeologist forward to collect the Tacitus from the final Temple. While the Tacitus is being found, move Ghost Stalker and the Medic north across the Tiberium Veins to face your final challenge.

As soon as the Archaeologist emerges from the Temple with the Tacitus fragment, a rendezvous point is revealed to the immediate north—right where Ghost Stalker and the Medic should be heading. If your Juggernaut hasn't

taken them out, a trio of Tiberium Fiends waits in ambush near the transport site. Approach these beasties from the south, making sure there are no obstacles blocking Ghost Stalker's shots. With the help of the Medic, you should defeat these last three opponents. When all resistance around the landing site has been quelled, send your Archaeologist to the landing beacon to complete the mission.

MISSION 6: ESCAPE FROM CABAL

Objectives:

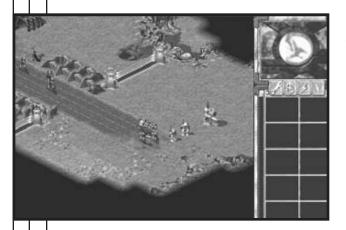
- Escort Dr. Boudreau to the GDI outpost for immediate evacuation.
- Fortify this outpost and destroy CABAL's base.

With the recovery of the Tacitus fragment, GDI is dealt a bitter blow. CABAL, now in full command of all base operations and a small army of Cyborgs, has betrayed GDI and attempted to kill Dr. Boudreau and her entire research staff. Only quick thinking on the part of the surviving GDI forces at the fallen research facility has prevented complete disaster. Your mission is to take the doctor, as well as the few surviving troops, and fall back to a nearby GDI outpost. Dr. Boudreau is immediately evacuated, while you are expected to fortify your outpost and use its meager resources to destroy CABAL's base.

WALKTHROUGH

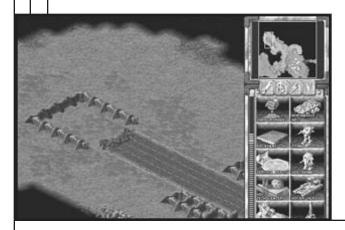
You begin with a tiny force consisting of a single Titan, a pair of Wolverines, a Medic, and assorted Infantry units. Immediately order all your units to run toward the southeast, except for a single Light Infantry unit that you send back to slow the advance of pursuing Cyborgs. This single unit is quickly killed, but he buys you valuable time to evacuate Dr. Boudreau. The outpost you are fleeing to is surprisingly close, as is the Transport Pad where you evacuate the Doctor. Send her to the transport beacon immediately, repairing every damaged building as you go.

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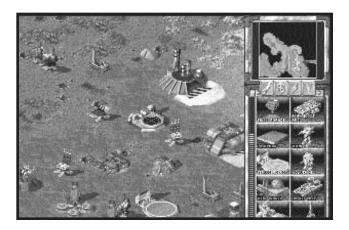


Escape with the doctor as fast as you can. The GDI base is to the southeast.

Moments after you leave CABAL's base, the evil super computer gains full control of all base functions and activates a series of Stealth Generators. Use your Way Point anchors to mark where the Obelisks of Light and other base defenses are before the Stealth Generators come online. It makes the process of dismantling CABAL's base much simpler when you have sufficient forces.



CABAL's base is quickly cloaked after your escape.



Fortify your base quickly, complete with Titans,
Juggernauts, and an
EMP gun.

As soon as Dr. Boudreau is safely onboard the Orca, you receive an MCV—immediately deploy it. Begin fortifying your base, building all the structures you need to both fund and produce Titans, Juggernauts, and Disk Throwers. CABAL's attacks come constantly and relentlessly, quickly wearing down your defenses. Make sure to pave your entire base to avoid any surprise subterranean attacks. Be especially careful of cloaked attacks. One of CABAL's favorite tactics is to send a Mobile Stealth Generator to the ridgeline just northwest of your base, then rain Artillery shells on your outpost. Build a pair of Mobile Sensor Arrays early to detect subterranean attacks, as well as to find any Mobile Stealth Generators that CABAL may have left around.

Your local supply of Tiberium quickly runs out, so take a small squad of Titans north and take care of a pair of patrolling Reapers. The Titans will probably take serious damage, but if you group fire and keep your units moving, none should be destroyed. Move a Titan farther north until you find a large plateau with a weak cliff face on its south side. Shoot the cliff face to gain access to a huge store of blue Tiberium Crystals.

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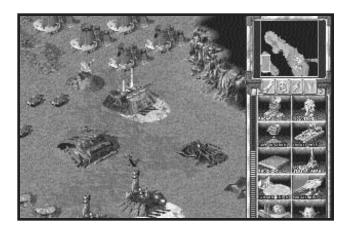


The Reaper is a deadly and well-rounded enemy.

CAUTION

As the next generation of CABAL's human-machine hybrids, Reapers represent a serious threat to GDI. Reapers are tough opponents that pack a potent Cluster Missile attack to do severe damage to vehicles. They can also immobilize Infantry in a net of sticky webbing. Their only weakness is their inability to track and hit moving vehicular targets well. If your Titan or MRLS is moving while the Reaper is attempting to hit it, damage is dramatically reduced. If you must attack a Reaper with Infantry, keep them spread out and attack from several different directions at once.

To the southwest is an abandoned Nod base. It's in a poor state of repair and soon comes under fire by a group of CABAL's Cyborgs. Strange as it may sound, this base is actually considered an ally in this mission. None of the base's defenses fire on your units—and the gates even open for you. Send an APC with a single Engineer to this abandoned base. Capture the MCV and repair it quickly. As soon as you capture a single building in this base, all other



The Nod base in the southwest is considered an allu.

structures are immediately sold—so make that first capture count. Build a Nod War Factory back in the safety of your base, then sell the MCV. It's a constant target until it is destroyed, so get what credits you can for it and run.

Once you have fortified your original base, build a large army of eight Juggernauts (or better, Nod Artillery if you've captured or built a Nod War Factory), three MSAs, and ten Titans. Slowly begin to push Nod back, using the MSAs to reveal cloaked units and structures. First Target CABAL's core, and once it is destroyed, level every part of CABAL's base. Use your Titans to screen for any Tick Tanks or Cyborg attacks against your more vulnerable Juggernauts or Artillery. The last important and well-defended structure in CABAL's base is the Construction Yard in the northwest corner of the map. When every Nod structure has been reduced to rubble or captured, you win.

MISSION 7: THE CYBORGS ARE COMING

Objectives:

- Warn local civilians of the CABAL threat.
- Establish a base and destroy CABAL forces.

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Much to the dismay of GDI, it is discovered that CABAL's true computer core is located in a distant, well-defended base. The fully functional super computer has begun implementing its master plan of converting the human race into raw materials for the construction of Cyborg units. Those in the most danger are the residents of Colony 6 and its outlying communities. CABAL has already begun collecting local civilians for experimentation and cybernetic conversion. Your mission is to warn local settlements of the approach of CABAL's forces. Once this is done, you must recapture a fallen GDI base and destroy all of CABAL's bases and cybernetic factories.

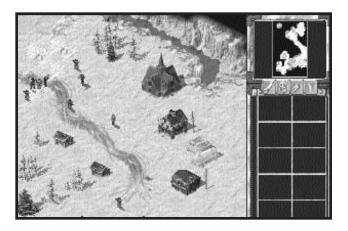
WALKTHROUGH

You begin with only one Commander to play Paul Revere, running from town to town, warning of the coming danger. Your base is being overrun by hordes of CABAL's Reaper and Cyborg units. Those few who remain to defend the base are quickly captured and transported away for conversion into new Cyborgs. You have no choice but to flee to the south, avoiding CABAL patrols whenever you can. Your Commander has no attack, making stealth and patience your first priorities. Move south, following the road until you reach a small town about halfway down the map.

Your Commander warns the villagers automatically as he enters the settlement. You are rewarded with two crates filled with thousands of credits as



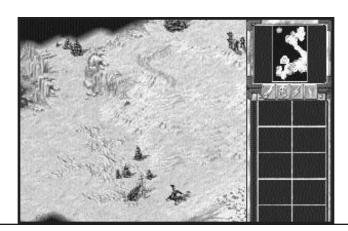
GDI's base is overrun and outgunned. You have no choice but to flee.



Villagers arm themselves with standard civilian issue missile launchers and machine guns.

the townspeople arm themselves and prepare for CABAL's Cyborgs. Continue south through the now heavily armed village, keeping your eyes open for a patrolling Reaper.

The Reaper has a very predictable patrol pattern. When the Reaper begins walking on the edge of the Tiberium field to the east, make a run toward the road, keeping to the trees as much as possible. If this Reaper sees you, you are as good as dead.



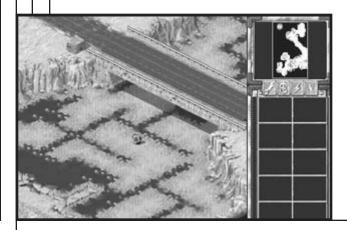
Stop and wait for this Reaper to begin marching toward the Tiberium field before moving past him.

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You receive a Harvester from this mutant settlement.

Notice the crate sitting to the side of the bridge you are crossing. There are thousands of credits worth of crates hidden along the ice of the freezing river. Many are inaccessible at the time you first find them, but as the mission progresses and the river completely freezes, you can easily collect them all. Make a mental note every time you find a crate on the ice, and be sure to return for it later.



Several thousand credits worth of crates are just lying on the ice.

Move west as soon as you clear the area that the Reaper is patrolling. You soon discover a mutant village, which you warn as soon as you approach it. You are rewarded by these suspicious mutants with a free Harvester. Let it sit there for now as you cross the bridge and move northwest.

Move cautiously after you cross the bridge. You find the hospital CABAL has converted into a Cyborg Production Plant. The troops captured in the fall of your GDI base are located there as well. Every few minutes, one of the scrambling civilians is killed and the body used in the production of new Cyborgs. It isn't pretty.

Keep close to the river as you move northward. Don't let any of the units protecting the Cyborg Production Plant see you, or you're next on the block for cybernetic conversion. As you follow the river, you eventually come to the last small village. The grateful residents give you a large group of veteran Infantry before arming themselves and preparing for the worst. Your final destination is Tranheim, located to the north.

Tranheim is the largest settlement by far. Liberate it, and use the newly acquired Engineer to repair the northernmost bridge of the map. This grants your troops access to the ruins of your fallen GDI base. Spread your Infantry out and attack the Reapers and Tick Tanks located there. Although Reapers can immobilize your troops with their sticky webbing, their Cluster Missiles do very poor damage against Infantry. With a little skill and perseverance, you should clear out all Reapers and Tick Tanks from your fallen base.



This facility is used to produce new Cyborgs.

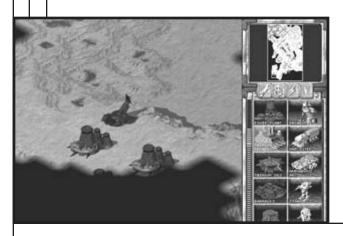
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Build up your base quickly, heavy on Titans and Juggernauts.

Order the MCV given to you as a reward across the bridge and into your newly liberated base. Build up your base as quickly as possible. Have the extra Harvester given to you by the mutant village snake up along the western bank of the river and join your base, using the same bridge as your troops and MCV.

Your greatest threat comes from subterranean Cyborg attacks. Pave your entire base and build a steady flow of Titans to annihilate the frequent assaults. You have a while to build up base defenses—the newly armed villages to the south take the worst of the first few waves of CABAL's Cyborg units.



Once you have a sizable army of Titans and Juggernauts, send them against the Cyborg Production Plant and CABAL's bases to the south.

Build a large force of Titans and Juggernauts supported by MSAs to reveal cloaked units and structures. Once you have a sizable army, move it west into Tranheim and down toward the Cyborg Production Plant. Use the Juggernauts' long-range fire to take apart the vast army of Cyborgs around the facility, as well as all of its machinery. Use the Titans to screen for Reaper and Tick Tank attacks against your more delicate Juggernauts. Make sure you have multiple MSAs as you move forward, slowly revealing any hidden CABAL forces. There is nothing especially difficult about destroying the rest of CABAL's bases, which line the southwest and southeast corners of the map. When the last of CABAL's units and structures are destroyed, the mission is a success.

MISSION 8 FACTORY RECALL

Objectives:

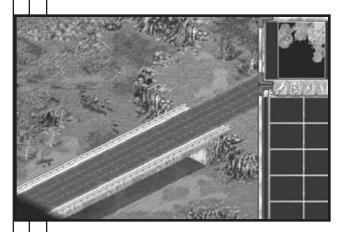
- Insert the infected Cyborg into the defensive outpost's Data Network Center.
- Destroy the Cyborg Production Plant.
- Destroy all remaining CABAL forces.

Time is running out for GDI. CABAL needs to be deactivated—permanently. To that end, GDI scientists have captured and reprogrammed a Cyborg, then they've implanted a computer virus inside its memory banks that will severely disrupt CABAL's operations. Your mission is to transport this Cyborg to CABAL's Data Network Center, where the virus can be uploaded to infect all of CABAL's peripheral systems. Once this has been done, you are to destroy CABAL's Cyborg Production Plant, followed by all of CABAL's remaining forces.

WALKTHROUGH

You begin with three Titans, three MRLSs, and several veteran Infantry units, along with your "Typhoid Mary" Cyborg. Ignore the obvious bridge that lays in front of you—taking that route means an early death. Instead, head south to a land ramp that takes you to a lower plateau. Now head west, *under* the

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Head south, then west, beneath the first bridge you encounter.

Just let these surly Cyborgs have their way—for now.



CAUTION

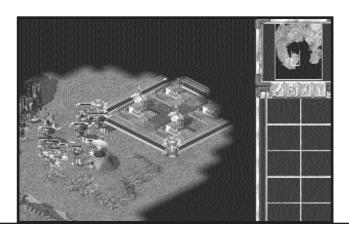
Do not engage the various Cyborg units terrorizing the locals. You simply can't afford the casualties this early in the mission. Instead, wait for the enemy units to destroy each individual settlement and capture all of the local civilians. Once the enemy has moved to another village, continue toward your *real* goal—the Data Network Center.



Destroy these Cyborgs and Reavers while they are still inactive.

bridge, and around a large mesa, winding south as the ridgeline of the mesa turns.

Ignore any Cyborg units you come across. Wait for them to leave the area before moving south along the turning ridgeline. You soon come to the rear of CABAL's base. Note the large holding pen filled with several Cyborgs and Reapers. Destroy every single unit in the pen—any you leave will activate the moment your infected Cyborg enters the Data Network Center.



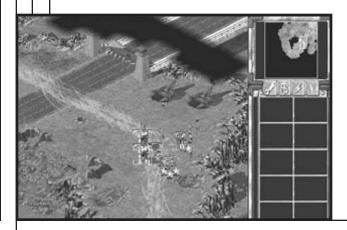
This is the Data Network Center your pet Cyborg must infiltrate.

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Once you have finished demolishing CABAL's cybernetic warehouse, move your Cyborg northeast until you find the Data Network Center. Have your Cyborg enter it and upload the virus—then buckle down. If Cyborg units around the map haven't come to attack your units already, they will now. Group your Titans and MRLSs to destroy any Cyborg or Reaper that comes into range. Keep your MRLSs mobile, as the effectiveness of a Reaver's Cluster Missile is reduced dramatically when fired against a moving target.

When the threat seems to have been neutralized, move your units northeast, past the rubble of the Data Network Center, destroying every SAM Site and Power Plant you encounter. Then ascend the ridgeline until you reach the top of the horseshoe-shaped mesa. Before you are two Obelisks of Light. Do not fire on them. These Obelisks don't fire until fired upon. Instead, destroy every Advanced Power Plant around you. When all Power Plants on the mesa have been destroyed, the Obelisks of Light are rendered inoperable and can be destroyed safely.

After the area is clear of all threats, an MCV is air-dropped into the center of the horseshoe-shaped mesa. Begin building your base immediately. Concentrate on Titans and Juggernauts, with a few MRLSs for quick mobility. You face heavy attacks from the southeast corner, as well as Artillery attacks from the southwest corner. In truth, the only base is in the southwest, but CABAL's forces use a bridge in the southeast to make land-based attacks against you. These initial attacks are fierce and unrelenting, but with a strong



Don't attack this pair of Obelisks of Light. Instead, destroy every Advanced Power Plant on the mesa, rendering them inoperable.

group of Titans and Juggernauts for support fire, you can weather them without extreme difficulty.

Build several MRLSs and an Amphibious APC filled with Engineers.

Next, construct a relatively large force of Juggernauts and place it on the plateau immediately southeast of your base. In conjunction with an MSA to reveal cloaked units and structures, soften up the entire front half of CABAL's base. Your goal is to eliminate all defensive units and structures in the area, while leaving intact all unit-producing structures—especially CABAL's War Factory located beside the river.

Build a Helipad and Carryall as soon as funds permit. Use the Carryall to transport your Harvesters to and from the lucrative blue Tiberium fields in the extreme north of the map.

When the area has been weakened, send in both your MRLSs and your APC. Use your MRLSs to take care of any threats you may have missed. And with your Engineers, capture the War Factory, along with any other useful structures

Engineers, capture the War Factory, along with any other useful structures nearby. Now begin cranking out Tick Tanks for immediate defense. When you have four Tick Tanks entrenched near the War Factory, concentrate on building Artillery and a few MSAs. Now slowly role forward, targeting every unit or structure in the base, until CABAL's Cyborg Production Plant is destroyed. When all units and structures have been eliminated, your mission is a success.

MISSION 9: CORE OF THE PROBLEM

Objectives:

- Build a base and repel initial attacks.
- Capture the three Control Stations to shut down the Laser Fence and Firestorm defenses protecting CABAL.
- Destroy CABAL's core.

CABAL has been cornered and its true computer core located. In a joint mission with Nod forces, GDI is launching a massive offensive against CABAL's numerous, heavily fortified bases. The CABAL core is at the heart of these

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defenses, protected by both Laser Fences and an advanced modification of GDI's Firestorm defense system. No attack can be made against the core until these defenses are deactivated. Fragments of the codes necessary to deactivate the various defensive systems are located within three different Control Stations scattered around the map. Your mission is to build and fortify a base, capture these three Control Stations, and destroy CABAL's computer core.

WALKTHROUGH

You begin with a single Wolverine and a pair of Titans as you arrive on a small island. Send the Wolverine forward and watch it destroyed in a single shot. The shot comes from the Cyborg Commando, and with his discovery, two more Titans, two more Wolverines, and most importantly, an EMP Tank come rolling forward to join your forces. Send the EMP Tank forward, and activate it as it comes into range of the Cyborg Commando and his two companions. While the trio is incapacitated, group fire with the Titans and Wolverines. As soon as the Cyborgs are destroyed, immediately split your forces, sending half across one bridge from the island, and half across the other. You encounter Artillery on each side—destroy it.

As soon as the Artillery is destroyed, an MCV, accompanied by a pair of Juggernaut Artillery, rolls onto the scene. Send it across the bridge and deploy it as soon as possible. In the meantime, send your Titans to explore



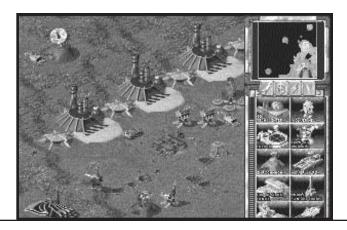
Use your EMP tank to immobilize a pair of his Cyborg buddies.

the terrain, destroying any piece of Artillery they find. There is a particularly nasty piece of Artillery on a high plateau to the north. Use your EMP Cannon to disable the Artillery, then destroy it with your two Juggernauts.

Build up your base as quickly as possible, paving every square inch as soon as funds become available. Build an MSA quickly to warn of possible Stealth Tank attacks, and keep small groups of Titans patrolling to ward off the placement of stray Artillery. Concentrate on building a large force of Titans and Juggernauts to provide your base with more security. Add to that at least three EMP Tanks to immobilize the enormous squads of Cyborgs that regularly attack your base.

CAUTION

Missile attacks in this mission are relentless. Favorite targets are your Repair Bay and EMP gun. Keep your units spread across your base, and try not to build structures too close together, or you may take more damage than you can afford.



Take these Tiberium Refineries and Silos to the north of your base.

PRIMA'S OFFICIAL STRATEGY GUIDE

Once you have secured your base with at least 10 Titans and as many Juggernauts, send a single Wolverine or MRLS north to discover a large group

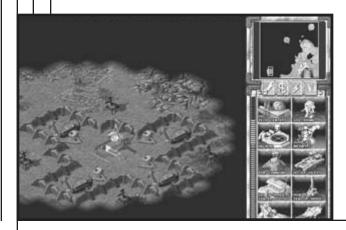
of poorly defended Tiberium Refineries and Silos. Build an

Amphibious APC and a squad of five Engineers to fill it. Add to that an MSA to detect the numerous stealth units that attack you once you capture these Refineries. Send your APC, along with several Juggernauts and Titans, to the group of northern Refineries. Take over as many as you can, using the Titans and Juggernauts to dismantle the meager

Add at least four SAM Towers to this newly captured group of Refineries to repel relentless Banshee attacks.

defenses stationed around the area. Once you have captured a single building, construct a Barracks near it and begin producing Engineers to capture any remaining structures.

Build a Mobile War Factory at your primary base, and send it to support your new row of Refineries. Now construct several new Harvesters—ideally two for every Refinery you have. Fortify this position with additional Titans and Juggernauts, as well as an additional MSA. The fighting is fierce as CABAL bombards you with wave after wave of Cyborgs, Tick Tanks, and Banshees. But if you can maintain your new Refineries, your cash flow will soon overcome anything CABAL can throw at you.

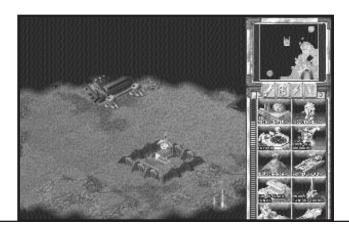


This southwestern corner should be the next goal in your battle plan.

Your next targets are the Missile Silos that have been pounding you since the beginning of this mission. Use your sizable cash reserves to build a group of five to eight MRLSs, as well as a new squad of Engineers. Send the MRLSs across the water surrounding the island installation in the southwest. Have them first target the four Reapers standing guard—one at a time. Once the Reapers have been destroyed, take out the SAM Sites and punch a hole in the Concrete Walls to give your Engineers access to the goodies inside. With your APC, transport your Engineers to the corner installation, and take the first Control Station and all four Missile Silos. Sell all but one Silo for the extra cash.

Your next priority is capturing the two remaining Control Stations containing the necessary code fragments to deactivate CABAL's defenses. Move a large squad of Titans and Juggernauts toward the Control Station in the northeast corner. Use multiple MSAs to reveal any units or structures that may be hidden by Stealth Generators. Use the Artillery to demolish any Obelisks or Laser defenses you may encounter. While you are moving northward, build a large fleet of eight to twelve Orca Bombers near your newly acquired row of Tiberium Refineries. Don't worry—you can afford it.

When you reach the northeastern island, send a single unit across the bridge toward the Control Station. More than a dozen Cyborgs suddenly come pouring out of four subterranean APCs. Use your new Orca fleet to utterly obliterate this army of walking half-men. Have your nearby Juggernaut Artillery target any SAM Sites that might be taking pot shots at your fly boys.



Capturing the Control Station in the northeast corner is one of your next priorities.

PRIMA'S OFFICIAL STRATEGY GUIDE

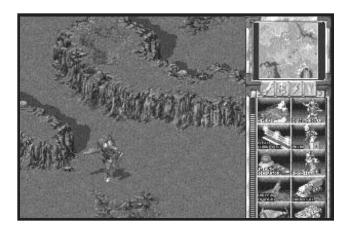
Once the SAMs and Cyborgs have been smoked, send an APC with a squad of Engineers to take everything—especially the second Control Station. Mop up any structure left standing with a small squad of Titans.

The final Control Station is near the upper-central portion of the map. Using a combination of Titans, Juggernauts, and MSAs, roll through the final base, decimating defensive units and structures, and capturing every unit-producing structure you can find. But before you actually send an Engineer into the final Control Station, order a relatively large attack force to the north-eastern island. This group should be comprised of Titans, MRLSs, and even the Mammoth MKII. When this attack force is in place, send the Engineer in to capture the final piece of the defensive system access codes.

With its Firestorm defenses deactivated, CABAL calls upon its ultimate weapon—the Defender. The Defender moves at a leisurely pace toward your nearest base and annihilates it. Base defenses are irrelevant. Standing armies are irrelevant. The Defender simply destroys anything it encounters.

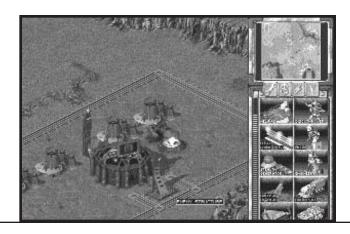
The Defender

Once all the code fragments have been retrieved and CABAL's Firestorm Generator deactivated, CABAL calls on its last hope of survival—the Defender. This hulking tower of hot blazing death is unlike any opponent you have ever faced. With over 10,000 hit points and the strongest armor in the game, this beast is as close to invincible as you will ever find. The Defender is armed with a radically advanced Obelisk of Light that can destroy any structure or land-based unit in a single shot. To make matters worse, the recharge time on this modified Obelisk is about a second and a half. Given enough time, the Defender can single-handily obliterate any and all bases you have constructed over the course of the mission. The Defender's only weakness is that it has no attack against air units.



The Defender is a twolegged tower of blazing death. Don't even try to fight it.

Wait for the Defender to begin attacking the base you've recently captured while infiltrating the third Control Station. When the attack begins, order all the troops you have on the northeastern island toward the CABAL computer core. While they are en route, send your entire fleet of Orca Bombers to take out the two Super Obelisks that have been constructed near CABAL. Expect to lose most of your Bombers—these Obelisks can target air units with a remarkable rate of fire. But with eight to twelve Orcas, you can to do the job.



Two highly advanced Obelisks of Light now protect CABAL's core.

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When your attack force reaches the CABAL core, hit it with everything you have. Don't even try to stop the Defender—just smash the core. When CABAL goes down for the last time, the mission is a success.

It is *possible* to destroy the Defender; it's just not worth your time. However, if you are one of those folks who demands absolute victory, there is one surefire way to take even the vaunted Defender down—Jump Jet Infantry. If you prepare a huge squad of more than 30 Jump Jet Infantry, you can take the Defender down with little trouble at all. The Defender doesn't know which way to move with that many attackers and usually stands there twitching while your JJIs slowly take it apart.



10

Nod Missions: From the Ashes

MISSION 1: OPERATION REBOOT

Objectives:

- Infiltrate the GDI base.
- Locate the three pieces of CABAL's core.
- Return to the drop zone for immediate retrieval and evacuation.

With the disappearance of Kane and the destruction of most Nod bases, the state of the Brotherhood is deplorable. Even among the ruling council there is nothing but discord and dissent. To make matters worse, the Brotherhood is all but blind and deaf to the outside world with the loss of CABAL. Nod needs organization. The Brotherhood *must have* CABAL. The three primary components of CABAL's core are presently in GDI hands. Take a small squad of Infantry and a Scout, penetrate GDI defenses, and retrieve CABAL's core components. Failure is not an option.

WALKTHROUGH

You begin with three Engineers, three Rocket Infantry, a pair of Cyborgs, and a lone Scout. Look ahead to the south and west with your Scout, making sure to stay on the mesa where your men start. Near the southwest corner of the

PRIMA'S OFFICIAL STRATEGY GUIDE

map, you discover a land ramp going down the mesa—avoid it. Head west along the lower edge of the map instead. As you approach the southeastern corner of the map, you encounter another land ramp. Lead with your

Cyborgs and descend the mesa.

You see a small squad of GDI Light Infantry attempting to retrieve an Amphibious APC that has crashed into a sinkhole outside GDI's base. In moments, they give up, leaving the APC for you. Have the Cyborgs annihilate any resistance en route to the APC. Then load one Engineer, your Spy, both of

The Scout is also extremely fast, covering terrain like no other Infantry unit can. They make excellent spies but lack any form of attack—use them carefully.

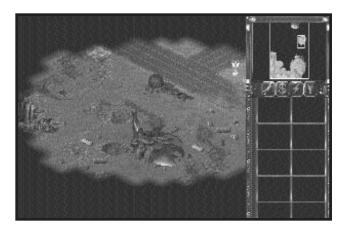
your Cyborgs, and one of your Rocket Infantry into the vehicle. Hide all remaining units on the mesa or in the trees. They are vulnerable to patrolling GDI Light Infantry units.

With the APC, order your units to the river on the extreme east side of the map. Avoid any GDI units or defenses as you move, following the edge of the map while you travel northward. You soon see a large island where the fallen Temple of Nod sits. Move your APC slowly along the coast of the island until you reach its northeastern edge. There a land ramp provides you and your men with access to the island and its Temple.



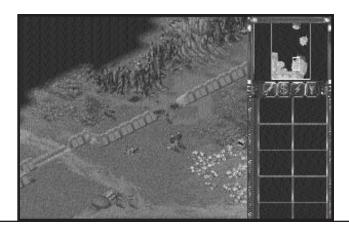
This APC is the key to this mission. Capture it and quard it well.

NOD MISSIONS: FROM THE ASHES



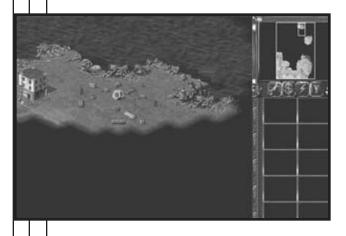
The Temple of Nod is the location of the first core component.

Use your Cyborgs to destroy any GDI forces on the island, and quickly send an Engineer into the Temple to retrieve the core component. When it is in your possession, immediately fall back to the APC and return to the Tiberium field in the southeast. Here your Cyborgs can heal, and you can load another Rocket Infantry unit into your APC.



Use your Cyborgs to decimate any GDI resistance.
Return the Cyborgs to heal at the Tiberium field in the southeast if necessary.

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The second and third core components are in crates like this one.

After your Cyborgs are healed, order all of your units to load back into the APC and return to the island where you found the first core component. Move northwest across a small bridge, slowly and carefully. There is a Guard Tower stationed at the far end of the bridge. Luckily, it is searching in the opposite direction from you. At the base of the Guard Tower is a small stack of barrels and supplies—have your Cyborgs unload from the APC and fire on them. The ensuing explosion destroys the Guard Tower and allows you to pass undetected by the larger force at the main GDI base. Have your Cyborgs secure

the island and collect the second core component before falling back to the APC. Return to the Tiberium field in the southwest if necessary.

The final core component is near the northwest corner of the map. Be careful approaching this section of the base. Your APC is all too willing to take

you through the most heavily fortified sections of GDI defenses. When you have arrived safely, order your APC to move in and unload all of your troops. Use the same tactic on the Guard Tower here, protecting the final component

Don't let your Cyborgs fire
on the Harvesters collecting
Tiberium in the southeast field.
If the Harvesters come under
fire, a flood of Light Infantry
will pour out of the base
to defend them.

NOD MISSIONS: FROM THE ASHES

as you did before—aim at the barrels at its base. With the Guard Towers destroyed, collect the final component and fall back to the APC.

A beacon and a Subterranean APC have appeared at the starting point of this mission. Following the northern and eastern edges of the map, slowly travel back to the transport site to complete the mission.

MISSION 2: SEEDS OF DESTRUCTION

Objectives:

- Remain hidden from the GDI forces in the area.
- Use drugged civilians to lure life forms out of the Genesis Pit to cleanse the region.

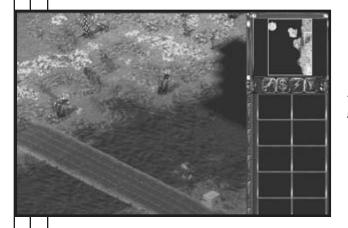
Now fully restored and operational, CABAL has sent you on a mission of its own design. Unknown to either GDI or Nod, CABAL has been experimenting with Tiberium life forms in its self-styled Genesis Pit. CABAL has ordered you to "persuade" local civilian chattel to help lure these strange new creatures out of the Genesis Pit and toward a nearby GDI base. Secrecy is paramount—do not allow yourself to be detected by GDI troops under *any* circumstances.

WALKTHROUGH

You start out with a trio of Subterranean APCs, six Toxin Soldiers, three Engineers, and a pair of Cyborgs. Scout to the north with your Cyborgs while loading your Engineers into the APCs. You encounter a broken bridge along the east edge of the board; send an Engineer to repair it. (This is the bridge that will provide you and your civilian "volunteers" with access to the Genesis Pit.)

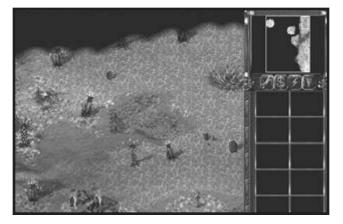
Meanwhile, send your Toxin Soldiers down the mesa and into the small civilian settlement directly to the west of your starting position. Have them target the local residents and "persuade" them to help implement CABAL's plan. After a civilian has been drugged, he runs mindlessly toward the Genesis Pit in the northeast corner of the map, luring a Tiberium Fiend to follow. As soon as a Fiend is in pursuit, both Fiend and civilian speed toward the GDI base to

PRIMA'S OFFICIAL STRATEGY GUIDE



Repairing this bridge is your first priority.

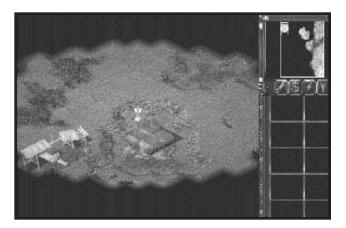
Your drugged "volunteers" speed toward the Genesis Pit as soon your Toxin Soldiers are finished with them.



the west. Let the Fiends destroy the entire GDI base, as well as any civilian structures in the area.

When all the civilians in the first town have been enlisted, the locations of other villages are revealed. Load your Toxin Soldiers into a pair of Subterranean APCs and order them immediately to these newly revealed settlements. Be more cautious when drugging civilians in these northwestern towns. GDI troops are out in force by now, and any encounter with them can

NOD MISSIONS: FROM THE ASHES



New settlements in the north and northwest are revealed when you have exhausted the local population in the southeastern village.

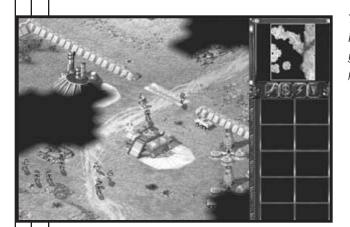
spell disaster. If GDI troops enter the area, pull back, hiding behind buildings or among trees. Under no circumstance should you ever attack these units—doing so immediately ends your mission.

When you have converted the civilians in the northern settlements, a city in the south is revealed. Take your Subterranean APCs to this new location, again being careful of GDI patrols, and bring more civilians into the fold of the Brotherhood. By this time, the GDI base should be rubble, and the entire map should be crawling with enraged Viceroids and Tiberium Fiends. Keep your units moving

Try to drug large groups of civilians at about the same time. Once drugged, they attract a virtual herd of Tiberium-based life forms to attack the GDI base. The more Fiends and Viceroids you can entice into attacking GDI simultaneously, the greater chance they have of overwhelming GDI's defenses.

underground at all times, searching for stray civilians or civilian structures the beasties may have missed. When all structures are destroyed, the mission is a success.

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This GDI base in the west should be totally destroyed by the time you begin recruiting volunteers from the southwestern settlements.

Civilians are hidden in the oddest nooks and crannies in this mission. Explore the entire map, making sure no area remains hidden. Watch for civilian structures. Every building, GDI or civilian, must be destroyed to satisfy CABAL. Typically, CABAL's Tiberiumbased creations do the job for you. If they happen to miss a building, however, it is your responsibility to demolish it.

MISSION 3: TRATOS'S FINAL ACT

Objectives:

- Attach Limpet Drones to GDI units to penetrate the base and locate Tratos.
- Deactivate the Firestorm defense system and neutralize the sensor arrays.
- Assassinate Tratos.

The mutant messiah known as Tratos is a threat to CABAL and the Brother-hood. As the only sentient being on Earth (other than CABAL) who can unlock the mysteries of the Tacitus, he must be silenced—permanently. Tratos

NOD MISSIONS: FROM THE ASHES

is now being held in a heavily fortified GDI base awaiting evacuation to a GDI research facility. You are to assure that he doesn't live to assist GDI or its allies. Use the new Limpet Drones to infiltrate GDI's base and locate Tratos. He is probably protected by the Firestorm defense system. Destroy six Power Plants within the base to deactivate the defense system, then kill the mutant leader.

WALKTHROUGH

You begin with a sizable army, including six Cyborgs, six Limpet Drones, six Missile Infantry, and three Engineers. You also have sufficient Subterranean APCs to transport all of your units, along with plenty of reinforcements if you need them. And you will.

Your first priority is taking over the interior of the GDI base. It is vast and bristling with VMG and RPG Towers. The best way to get a look is to This is your first opportunity to use Limpet Drones in the Nod campaigns. Limpets are hover capable, allowing them easy access across land and water alike. Take advantage of this extra mobility—use Limpet Drones to scout the waterways and other areas inaccessible to other Nod units.

attach a Limpet Drone to one of the supply trucks regularly entering the base—just be sneaky about how you do it. Every supply truck that enters the



A Ghost Stalker protects the front of the GDI base.

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base is checked for Limpet Drones and other bugs. If a Limpet is discovered attached to the vehicle, the vehicle is immediately destroyed.

Take a Limpet Drone east, across the waterway, and approach from the side. Deploy the Limpet in the middle of the road so that it can attach to a supply truck *after* it has been checked for bugs. This main gate is little more than a heavily fortified island, connected by a bridge to the rest of the base. After you bug the supply truck, it travels throughout the GDI base, offering useful information on where to attack later in the mission.

Be careful using your
Limpet Drones along the
waterways of the GDI base.
There are several MRLs scattered about the map that
pounce in a pack on any
Limpet they come
across.

While the supply truck is moving leisurely though the GDI base, send another Limpet Drone to the northwest corner of the map. It comes under fire, but if you allow it to move all the way to the corner, it should make it there

with little or no damage. Once you reach the edge of the map, have the Limpet turn eastward until it reaches a lucrative Tiberium field. Have the Limpet deploy and wait for a Harvester to come stumbling by. When your Limpet has attached to the GDI Harvester, you can take an even more detailed look at the interior of the GDI base.

Finally, send a third Limpet across the waterways to the northeast. You encounter heavy fire and probably lose the Limpet

Drone. Your goal is to find a small

island that houses a pair of Power Plants. If your first Limpet is destroyed before finding this important island, send another. This recon is more important than the loss of a few Limpets.

Load a large group of Cyborgs and Rocket Infantry and a single Engineer into a pair of Subterranean APCs. Move these units to the

southernmost Barracks revealed by the passage of your bugged supply truck. When your units surface, have the Cyborgs destroy any resistance while your

There are several
Guard Towers scattered
throughout the base. Don't
allow them to spot your units, or
the mission is an instant failure.
Luckily, most of these Guard
Towers are easily avoided.

NOD MISSIONS: FROM THE ASHES



Take over the southernmost GDI Barracks.

Engineer takes the structure. Move another Subterranean APC with another Engineer to the main gate island, take over the Power Plant there, and sell it.

With your last Engineer and a few Rocket Infantry (until reinforcements arrive of course), take over the Tiberium Refinery revealed by the Harvester carrying a Limpet Drone. Now build several new Infantry units and Disk Throwers at your captured Barracks. Try to use as much of the cash stored in your Refinery as possible—it's a constant target until it is destroyed.



This group of Power Plants to the west of the Barracks should be your next target.

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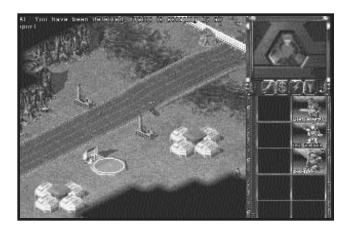
By this time you should have received reinforcements, including at least one additional Subterranean APC carrying two Cyborgs and an Engineer. Reinforcements are common in this mission, but not infinite. Use them wisely. To the east of the Barracks that you have captured is a pair of Power Plants with an RPG Tower sitting between them. This pair of Power Plants should be completely surrounded by a Concrete Wall.

Send your new Subterranean APC toward the Power Plants, ordering it to surface directly beneath the RPG Tower. Due to the minimum range of the Tower, you should be safe from attack until you unload. When you unload your units, immediately send your APC to safety and order your units to move quickly to the base of the RPG Tower. When you are safely there, destroy the Power Plants and the Tower as soon as possible. If you are quick enough, everything should be rubble before GDI troops arrive. When finished, send your Subterranean APC back to collect the troops and whisk them to safety.

Now load up a small group of Rocket Infantry and Cyborgs to attack the pair of Power Plants you discovered with your Limpet Drones on the well-fortified island. There is a Guard Tower watching over these Power Plants. Make sure that when your Subterranean APC surfaces, it does so directly beneath the Guard Tower. If your APC is close enough, the searchlights can't see it. Target the Guard Tower with all units, and take it out as quickly as possible.

You face heavy resistance in the form of MRLSs coming from the water. Use some of your spare Limpet Drones to lure one or two of the MRLSs from the battle. They return as soon as the Limpets are destroyed, but by separating the GDI resistance, you can annihilate it faster with less collateral damage. After you annihilate all GDI troops, target the Power Plants. When they are rubble, move all surviving troops via the Subterranean APC to the GDI Barracks you captured earlier.

Scout to the north with one Light Infantry. You come across a ridgeline with a land ramp leading to the top. You may lose several Light Infantry in the process of finding the ramp, but you can spare them. Once you have found this land ramp, send a large group of your surviving Infantry—preferably Rocket Infantry or Disk Throwers—to the northernmost point you have revealed, via a Subterranean APC. Unload them and scout northward, looking for the last Power Plant you must destroy to deactivate the Firestorm defense system. When you find it, annihilate the Power Plant as quickly as possible, and then have all surviving units return to the Barracks.



These MSAs watch over the entrance to the complex guarding Tratos.

Now that you have destroyed all six GDI Power Plants, the Firestorm defense system guarding Tratos has gone off line. From the captured Barracks, slowly move a group of Cyborgs and Light Infantry along the paved road heading northeast. You may encounter some resistance in the form of mutant gunmen, but nothing you can't handle. Your units soon discover the location of a pair of MSAs watching the only entrance into the complex guarding Tratos. Move one of your units closer to the MSAs—very slowly. About halfway toward the two MSAs, the interior of the complex is revealed. Creep back and load all of your remaining units into Subterranean APCs.



Send your Subterranean APCs to the base of the Guard Tower protecting Tratos.

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Send all your surviving units into the newly revealed complex. Order your Subterranean APCs to surface directly beneath the west Guard Tower watching Tratos. Unload all of your men and hit the mutant leader with everything you have. Ignore the GDI reinforcements that immediately begin attacking your units—your only goal is the death of Tratos. When he is silenced, your mission is a success.

MISSION 4: MUTANT EXTERMINATION

Objectives:

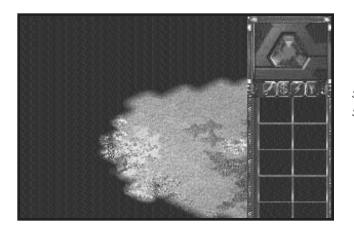
- Locate the mutant encampment.
- Recover the Tacitus and return it to the drop zone.
- Destroy all remaining mutant forces.

With the death of Tratos, it has been decided that the mutant infestation should be eradicated, and their precious Tacitus returned to Brotherhood hands. Your men are sent into the area to discover the location of the hidden mutant base, as well as the resting place of the Tacitus. When that is ascertained, you are to retrieve the Tacitus and destroy the mutant forces that have been such a thorn in the side of the Brotherhood.

WALKTHROUGH

You begin with a meager force of three Stealth Tanks, two Tick Tanks, and one MCV. Slowly scout north and west from your starting point, following the ridgelines and watching for a flat plot of land to begin building your base. Once you have found an appropriate site, deploy your MCV and build up your base quickly. Focus on Tick Tanks to secure the area around your base, and Devil's Tongues to ward off the approaching advance of mutant Infantry.

Attacks, although heavy at times, must always come through the same bottleneck canyon to the northwest of your base. Even with your inferior numbers in the beginning of the mission, you should still easily overcome enemy advances if you take advantage of the terrain. Continue to add more Tick



Scout the area using your Stealth Tanks.

Tanks to your defending army, as well as several pieces of Artillery for heavy support fire. Also build up your economic base, constructing a second Refinery and additional Harvesters.

When your defenses are solid and you have a strong economic base with multiple Refineries, build a small force of Harpies to take out strategiYou face a strange blend of GDI and Nod units when you combat the mutants. Wolverines and powerful Infantry units like Ghost Stalkers attempt to move into your base quickly to do as much damage as possible. GDI uses old-fashioned Mammoth Tanks for heavy support, as well as to destroy your entrenched Tick Tanks. And finally, expect Nod Artillery to pack a long-range punch for your mutant adversaries.

cally placed mutant Artillery units. Most of these Artillery units are located near the northwestern corner of the map, just outside the main mutant base. Also order your Devil's Tongues to attack the mutant Infantry units manning outposts to the north of your base. Destroy any structures you find there once the mutants are annihilated.

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CAUTION

Watch for blow-away ridgelines and cliff faces. The map is extremely congested, full of bottleneck canyons and heavily fortified mutant outposts. Use these blow-away ridgelines to access protected or hard-to-reach areas of the map. Also look for these weak cliff faces when attempting to reach potentially rich fields of Tiberium. Such a blow-away ridgeline exists directly south of your base, allowing access to a lucrative field of blue Tiberium and providing your fledgling base with a much-needed shot in the arm.

Begin assembling a small army composed primarily of Tick Tanks, Artillery, and a few Devil's Tongues. This is the hammer to shatter the main mutant base. Don't forget to include an MRV for vehicular repairs on the front line. When all pieces of mutant Artillery have been cleared out of the high passes, and every outpost has been burned to the ground, quickly move your army northward up the middle of the map.

Approach the mutant base from the north, targeting buildings and enemy units with your Artillery while using your Tick Tanks to repel any counterattacks. If you are rushed by hordes of Infantry, barbecue them with a Devil's Tongue. Slowly push the mutants back, obliterating their numerous Laser



Assemble a large attack force to destroy the main mutant base to the northwest.



Beware of the mutant forces.

Turrets and RPG Towers. Find the Tacitus in a supply truck in the extreme northwest corner of the mutant base, and rush a Tick Tank in to capture the supply truck that carries it. Then order the Tacitus transported to the drop zone in the safety of your own base.

The rest of the mission is simply cleanup. Make sure that every mutant structure and unit has been laid low, and victory is yours.

MISSION 5: ESCAPE FROM CABAL

Objectives:

- Evade CABAL's forces and find the abandoned airfield.
- Repair the array to call for immediate evacuation.
- Retreat to the Montauk.

With the retrieval of the Tacitus, the Brotherhood is dealt a devastating blow. CABAL—Kane's sentient super computer—has betrayed the inner circle, having all but Commander Slavik assassinated by its hybrid Cyborgs. Only a handful of loyal Nod troops has survived CABAL's ruthless attack. Salvage what you can of your shattered forces and fall back to an abandoned airfield in the northwest.

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CABAL has disrupted all lines of Nod communications, but it is thought that the airfield's communications array may have been beneath his notice. Repair the array and call for immediate evacuation of Commander Slavik and the Montauk.

WALKTHROUGH

After a fierce battle, you are left with only two Attack Buggies, two Engineers, and several assorted Infantry units. Although things look grim for your troops as this mission opens, surviving it is surprisingly easy. Soon after you gain control of your meager forces, a green indicator box reveals the location of the communications array. Order all of your troops to the array immediately. While your troops are en route, assign your two Engineers to their own Tactical Group. This makes repair-

The Attack Buggies are the fastest units among your surviving forces. They fly far ahead of your Infantry units and encounter several of CABAL's deadly Reapers. Just keep your Buggies moving to prevent the Reaper's Cluster Missile attack from doing much, if any, damage. Stop for any reason, however, and your Buggies are as good as dead.

ing the array much easier when you finally come to the abandoned airfield.

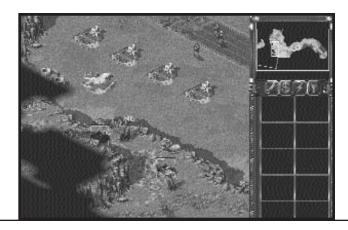


Fall back with your surviving forces and find the abandoned airfield.



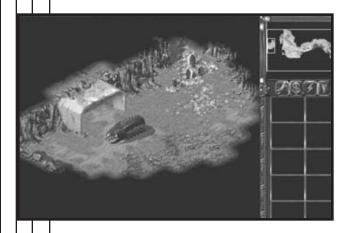
Order both Engineers to repair the array. One of them always survives to make the repairs.

Your Buggies lead the way, scouting ahead and arriving at the airfield long before any of your Infantry units. As soon as the array appears, assign the Engineers to a Tactical Group to enter and repair the facility. Don't worry if your Engineers or other Infantry are caught in the sticky webbing of CABAL's Reapers. Although Reapers are excellent at immobilizing Infantry, they are not equipped with the weapons to do much damage to them. In moments, your Engineers—slightly worse for wear—are back on their feet, speeding toward the array.



Send your Attack Buggies to the ridgeline to the south.

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Speed your Buggies to the waiting Montauk to complete the mission.

While the Engineers are en route to repair the array, send your two Attack Buggies to wait atop a ridgeline to the south of the abandoned Nod airfield. If the Buggies wait in the base for your Infantry and Engineers, they are prime targets for both patrolling Cyborg and Reaper units.

Even with several waiting Cyborg units, at least one of your Engineers always manages to repair the array. When communications are up, Slavik orders your men to fall back to the Montauk, waiting to the west. Speed toward the command vessel with both of your Buggies. Don't worry about your other Infantry units—they're a lost cause. When your Buggies rendezvous with the Montauk, the mission is a success.

MISSION 6: THE NEEDS OF THE MANY

Objectives:

- Reconnoiter the area to find the GDI base and civilian towns.
- Create a distraction to draw away the GDI base's air support.
- Get an Engineer into the GDI Radar Installation to steal an EVA unit.

With CABAL's betrayal, Nod forces are scattered and disorganized. The Brotherhood needs a new computer system to restore it to the coordinated fighting force it once was. Commander Slavik has located a small GDI outpost large enough to contain one of GDI's EVA computer systems. Although it's not as sophisticated as CABAL, at least an EVA unit won't try to kill you.

A small group of units, including Stealth Tanks and a pair of Mobile Stealth Generators, is at your disposal. Once the base has been discovered, create a distraction by attacking local civilian settlements. GDI foolishly sends its air force against your attack, leaving its base relatively unprotected. During this moment of weakness, send an Engineer into the base's Radar Installation to steal the necessary EVA unit.

WALKTHROUGH

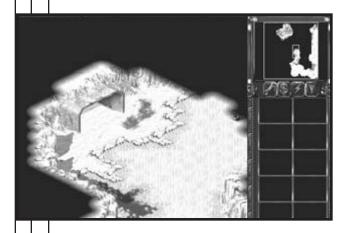
Much like your last operation, this mission is surprisingly easy to complete. You are provided with two Mobile Stealth Generators, already fully deployed, but they are completely unnecessary. Instead, utilize your trio of damaged Stealth Tanks. The three Engineers and the Subterranean APC you begin with are also vital to the success of this mission.

Send one Stealth Tank to the extreme northeast corner and another to the extreme northwest. Soon they both stop, having discovered a pair of civilian settlements nearby. Immediately order them to continue to the northeast and



Find the civilian settlements to the north and west.

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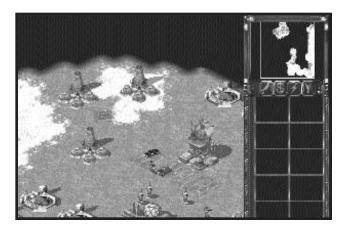
The Stealth Tank heading to the northwest should go through this tunnel.

northwest corners. Reinforcements consisting of several more Stealth Tanks arrive only a few moments later.

As the Stealth Tank heading to the northwest corner progresses, it should pass through a long tunnel near the center of the map. Keep an especially close eye on this Tank. The GDI base is located on the other side of the tunnel—any wrong turn can spell disaster once you are within the perimeter of the GDI base.



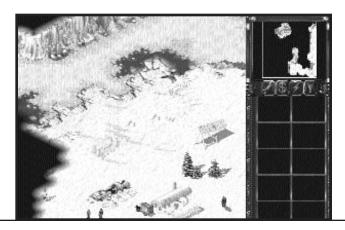
Make an eastward turn once you reach a series of GDI Helipads.



This Stealth Tank sits beside the exact spot where you want your Subterranean APC to surface.

You soon discover an undeployed Mobile Sensor Array and a fleet of Orca Bombers. Carefully move eastward, surveying the interior of the GDI base. Avoid Infantry units—coming too close to one of them immediately reveals your Stealth Tank to GDI forces.

To the east lies the Radar Installation. Move slightly northward with your Stealth Tank until you encounter a series of Power Plants. Beside one of the Power Plants is a small patch of unpaved ground—just perfect for a Subterranean APC. Assign all of your Engineers to the same Tactical Group



Create a distraction by doing what Nod does best attacking helpless civilians.

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so you can order them all with the click of a button. Then load them in the Subterranean APC and send them toward the patch of unpaved ground within the GDI base.

While the Subterranean APC is en route, have your remaining Stealth Tanks attack a local civilian settlement. Target civilian structures, as well as the local population, to attract GDI's attention. GDI responds with a massive aerial attack, leaving its base relatively unprotected.

While the GDI air force is distracted, have your Subterranean APC surface inside the GDI base and unload all units. Immediately order every Engineer toward the Radar Installation. At least one always makes it. When you have captured the Radar Installation, EVA is yours, along with victory.

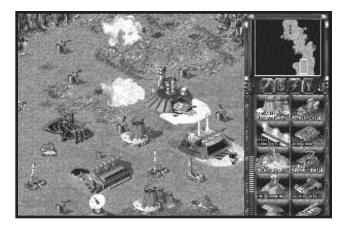
MISSION 7: DETERMINED RETRIBUTION

Objectives:

- Repair bridges to allow for reinforcements.
- Capture the command station to shut down the Laser Fence surrounding CABAL's core.
- Destroy CABAL's base and all defenses.

For CABAL, the time of retribution is at hand. For its betrayal of the Brother-hood and Kane, there can be only one punishment—utter annihilation. Nod recon has determined that CABAL's computer core is contained inside a heavily fortified base within this area. The core is protected by a series of self powered Laser Fence Posts. You must capture CABAL's command station and retrieve the access codes for its defenses. With these codes, we can shut down the Laser Fence Posts and lay CABAL open for our final retribution.

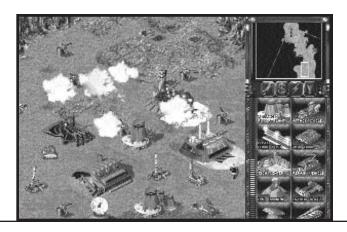
Resources from throughout the Brotherhood are being redirected to assist you in your efforts. Unfortunately, CABAL has destroyed the two main bridges into the area, hampering reinforcement efforts. Repair those bridges, and the might of the entire Brotherhood will be at your disposal.



Missile attacks are relentless in this mission.

WALKTHROUGH

From the very beginning CABAL attacks continuously and relentlessly. You begin with four Tick Tanks, two pieces of Artillery, and an MCV. Immediately deploy all of your military units, digging in with the Tick Tanks in front, the Artillery behind. From the east and west, CABAL attacks simultaneously, attempting to obliterate you before your base is even begun. Group fire on the attacking units, redirecting your Artillery fire should one flank of your enemy fall before the other.



CABAL frequently targets your Refineries.

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CAUTION

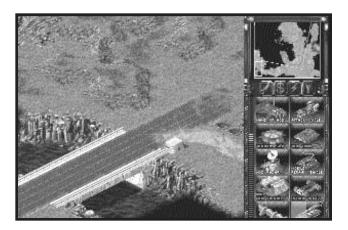
One of the most effective modes of attack CABAL has early in the mission is its Multimissile. Every few minutes, CABAL hits you with a devastating barrage. Its favorite targets are your Refineries, EMP gun, or large groups of units—especially Artillery. Spread your buildings out as much as possible, and keep your structures in an excellent state of repair. CABAL takes advantage of any opportunity to hit multiple buildings or finish off a damaged structure with a Multimissile attack.

As soon as you win the battle, deploy your MCV and build your base up immediately. There is no time to waste. As soon as possible, begin building additional Tick Tanks and Artillery to add to your forces. Try not to clump your units together as you deploy them. CABAL has access to three Missile Silos and does not hesitate to rain death on you from above.

Once your base is fortified, begin building Limpet Drones and sending them toward the far corners of the map. The first bridge is to the north of your base. As soon as funds become available, send an Engineer to repair that bridge. You receive reinforcements of several Tick Tanks immediately, and at regular intervals receive even more. These new units can make all the difference.



Repair this bridge as soon as possible.



Use the reinforcements you receive to clear out the Cyborgs protecting the ruins of the western bridge.

If you have already secured your base, take the Tick Tanks you received after repairing the bridge north of your base and send them westward. The second of two bridges that you must repair is in the southwest corner of the map and is well protected by a large squad of Cyborgs. Five Tick

Tanks should be enough to take care of the Cyborgs with the loss of only one to two tanks. Once the coast is clear, send an Engineer to repair the bridge, and you receive immediate reinforcement. You periodically receive Tick Tanks, Artillery, and Devil's Tongues from the southwestern bridge.

With a steady flow of reinforcements supporting your own production, you should easily push back any assault CABAL can send against you. Begin building several squads of Engineers and Subterranean APCs

CABAL is particularly fond of using Banshees to attack your base defenses and Refineries. In fact, once you have repaired both bridges, the greatest threat CABAL poses to you is from the air. Build multiple SAM Sites to protect your Refineries and other vital structures. Every time you capture a building or begin construction in a new area of the map, quickly add air defenses before any other type.

to carry them. Add to that an expanded Tick Tank and Artillery army. Finally, construct several Mobile Sensor Arrays to detect cloaked units and structures.

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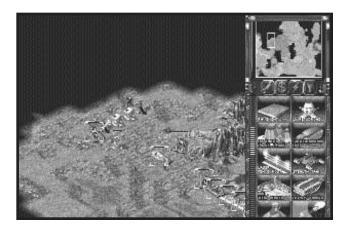
Your next target should be the Missile Silos in the northeast.

When you have finished preparing your forces, deprive CABAL of one of its most potent weapons—the Multimissile.

CABAL's three Missile Silos are located in the northeastern corner of the map. Press forward, using your Artillery to attack CABAL from a distance, and Tick Tanks to repel any counterattacks. When you approach one of CABAL's many bases, use MSAs to reveal any defensive structures like Laser Turrets and Obelisks of Light. Take out all defensive buildings with your Artillery, and capture any unit-producing structures with your Engineers. However, your primary goal in this offensive is the capture of CABAL's Missile Silos.



Capture CABAL's Tiberium Refineries.



The Cyborg Commando awaits near the command station.

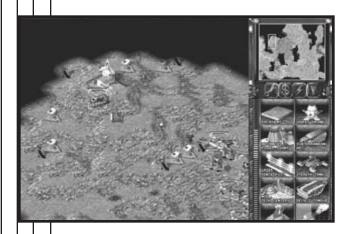
Once you have captured the Missile Silos, begin scouting westward. You soon discover several Refineries and Tiberium Silos near the northern edge of the map. Capture these Refineries with your Engineers and immediately begin building air defenses. The Tiberium that you pilfer from these Silos funds your final push toward the command station—and CABAL's final reckoning.

Using your MSAs, continue to reveal CABAL's hidden structures and units. Destroy anything that can cause your troops damage, and capture everything else. Press toward the northwest corner of the map, disassembling every portion of CABAL's base en route to his command station. You finally come to a huge sloping hillside, bristling with SAM Sites and Laser Turrets. To make matters worse, you find the devastating Cyborg Commando nestled into the

CAUTION

When you approach the command station, your units have a nasty habit of firing on it as if it were another Laser Turret. Be very careful to direct the fire of your units toward the Laser Turrets and SAM Sites around the command station, without harming the station itself. There is nothing more frustrating than failing the mission because your Tick Tanks or Artillery fire on the structure you must capture.

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Send an Engineer to capture the array.

hillside defenses. Concentrate on taking the Commando out first, then the Laser Turrets, and finally the SAM Sites.

Push up the hill's face until you reach the command station, then send an Engineer to capture the station and retrieve the command codes. Once your Engineer has retrieved the codes, all Laser Fences around CABAL collapse, leaving the core open to direct assault. CABAL's core is in the extreme northwestern corner of the map. Compared to capturing the command station, reaching CABAL is a relatively simple matter. Push forward using the same tactics—MSAs to reveal cloaked units and structures, Artillery to strike, and Tick Tanks to repel counterattacks. Once the CABAL core is destroyed, victory is yours.

MISSION 8: HARVESTER HUNTER

Objectives:

- Save civilians and their town from CABAL's siege.
- Disrupt CABAL's Tiberium Harvesters.

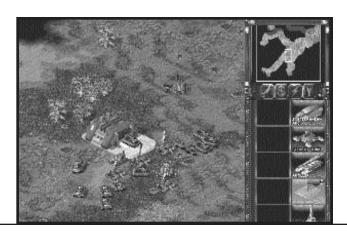
The menace of CABAL still looms over the Brotherhood. CABAL's true computer core remains safely locked in a massive military complex, guarded by

hundreds of Cyborg and Reaper units. Shameful as it is to admit, CABAL is more than the Brotherhood can handle alone. Cooperating with GDI forces, your small contingent of Nod troops is to destroy and disrupt CABAL's Tiberium refining capability in this area. Cut off from its flow of Tiberium and raw materials, CABAL's main base will be that much easier to destroy in a later operation.

CABAL is also harvesting civilians for conversion into Cyborg troops. You must prevent CABAL from reinforcing his Cyborg army with additional civilians. Defend a nearby settlement from CABAL's forces.

WALKTHROUGH

You begin with a Fist of Nod, a new Mobile War Factory, and 20,000 credits for building your army. Surrounding you in every direction are the Harvesters that you need to destroy in order to succeed in this mission. They quickly scatter, leaving you alone in the center of a vast Tiberium field. Immediately deploy the Fist of Nod and begin producing Tick Tanks and Artillery units. You must construct a sizable army, complete with a Mobile Repair Vehicle and a pair of Attack Cycles for scouting.



Use your Fist of Nod to produce a sizable army of Tick Tanks and Artillery.

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As soon as you have sufficient forces to defend your "base," create a small contingent of five Tick Tanks and three Artillery to send to the northeast corner of the map—the location of the civilian settlement you must defend.

Send your civilian defense force to the northeast village as soon as it is prepared. CABAL's forces attack quickly and ruthlessly. Luckily, CABAL targets civilian structures before the local population, giving you plenty of time to respond to the threat.

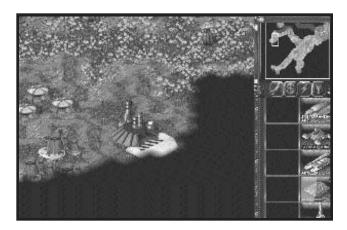
When you have successfully defended the civilian settlement, you're rewarded with much-needed reinforce-

To the immediate east and west of your starting position, there are large packs of Tiberium Fiends. Avoid these Fiends as long as you possibly can. If CABAL's forces encounter the Fiends first, the creatures attack CABAL's troops instead of yours. Allow the Harvesters to stumble into the Fiends' lair—the beasties may do a lot of your work for you.

ments, including a Subterranean APC full of Engineers. Your priority at this point, however, is replenishing your dwindling supply of cash. In the town you just defended are several supply trucks. Destroy these to reveal crates full of additional credits. A ravine between your base and the civilian village also contains a pair of crates. Use your Subterranean APC to capture this extra cash. Your Attack Cycles can locate some additional funds in the southwest corner, and your Subterranean APC can find even more money on an island along the northern edge of the map.



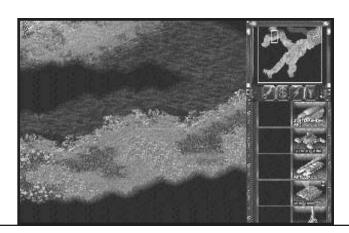
Find crates to replenish your cash supply.



Your next targets are these Refineries in the northwest.

Take your other Attack Cycle and order it north until it reaches a large waterway. Order the Cycle west along the coastline, being especially careful when you reach a dangerous field of Tiberium Veins. If you stay snug against the coastline, you can reach the center of CABAL's Tiberium refining operations. Continue to look around the base, finding the Construction Yard and the War Factory.

Once you have reconnoitered the enemy base, send a large group of Tick Tanks and Artillery north to the coastline, then west to the edge of the field of



Use Way Points to safely navigate the dangerous Tiberium Veins.

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Tiberium Veins. Use Way Points to chart a safe path along the coastline, through the Tiberium Veins, and into the back of CABAL's base. Send your units one at a time along the Way Point markers until every unit is safely across the Veins.

Now deploy your units and, using Artillery, destroy every defensive structure in the base. Once the base is clear of obstacles, send your Engineers via a Subterranean APC and take the Construction yard, along with the Tiberium Refineries and Silos. Build a Hand of Nod to produce additional Engineers so that you can capture the entire base. Your priority is unit-producing structures and Tiberium Refineries. Ignore the Tiberium Waste Facilities at the east and west ends of the base.

Build several Harvesters to begin collecting your own Tiberium, continually targeting any enemy Harvesters you encounter. Once you have a steady cash flow, begin producing a large army with your Fist of Nod, made up of Tick Tanks, Artillery, and MSAs to reveal cloaked units and structures. When your force is prepared, move it to the southwest, where you discover a heavily fortified base. Use your Artillery to target enemy units and structures, and your Tick Tanks to repel any counterattacks. Your priority target should be enemy Harvesters. Once all of CABAL's Harvesters are destroyed, your mission is a success.

Your goal in this mission is to destroy all enemy Harvesters.

While you have been defending the civilian town to the northeast, or reconnoitering the map, the Artillery you have guarding your Fist of Nod have been targeting and attacking Harvesters. By the time you capture the enemy Tiberium Refineries, most Harvesters should already have been destroyed. Once all Tiberium Refineries in the northwest base have been captured, enemy Harvesters automatically move to the southeastern base. If you destroy the Harvesters en route, you complete the mission without ever having to fire on the heavily fortified southeastern base.

MISSION 9: CORE OF THE PROBLEM

Objectives:

- Build a base and repel initial attacks.
- Capture the three Control Stations to shut down the Laser Fence and Firestorm defenses protecting CABAL.
- Destroy CABAL's core.

The time for CABAL's destruction is at hand. Nod recon has confirmed that CABAL's primary computer core is located in a heavily fortified base in the northeast. Cyborgs and Reaper patrols infest the entire area. To make matters worse, CABAL is guarded by GDI's most advanced defensive system—the Firestorm Generator. While this system is operational, CABAL is invulnerable to any attack. The key to deactivating its defense lies in three Control Stations scattered throughout the area. Each station contains a portion of the command codes necessary to lower the Firestorm defenses. Capture all three Control Stations, then lead your armies against CABAL's central core.

WALKTHROUGH

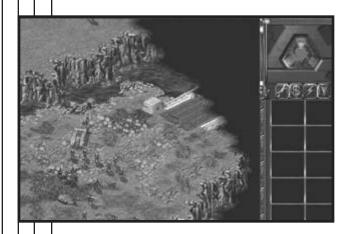
You begin on a small island in the southwestern corner of the map, with a single bridge to the mainland. Your starting forces include three

Limpet Drones, two Devil's Tongues, four Rocket Infantry, and a large group of Kane's own Elite Guard. Immediately send your Limpet Drones to explore the land to the north and east of your small island. Be careful with your Limpet Drones when traveling the waterways to the east—several Mobile Rocket Launchers are patrolling the area.

You face an interesting combination of the best units of both Nod and GDI. CABAL utilizes Mobile
Rocket Launchers for fast hit-and-run attacks, as well as for patrolling waterways. In addition to Banshees, CABAL employs GDI's Orca Bomber in devastating aerial assaults. Worst of all, CABAL uses the most advanced defense system available to protect his own core—the Firestorm Generator.

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Travel across the bridge to begin building your base.

Once you have an idea of the surrounding terrain, assign all of your Elite Guard to one Tactical Group and your Rocket Infantry to another. Now move your units toward the only bridge off your tiny island. Almost immediately, a squad of Cyborgs surfaces beside the bridge in a Subterranean APC. Target each Cyborg in turn, using your Tactical Groups. Once the Cyborgs are disassembled, move quickly across the bridge, attacking any Cyborgs or Reapers that you encounter.



Deploy your MCV and establish your base on the plateau slightly north of the bridge.

As you secure the area, an MCV is provided for you. Order your MCV across the bridge as quickly as possible, turning north once you are clear of the small island. The ground around the bridge can be a little rocky.

so look for a plateau to the north to make your building site. Deploy your MCV and build up your base as quickly as possible. Attacks are relentless. Expect frequent Multimissile strikes, as well as a legion of Cyborgs transported by Subterranean APCs.

Your priorities are constructing a small army of Tick Tanks and Artillery, as well as building an EMP gun. The EMP is your best friend in your attempts to ward off the dozen or more Cyborgs that storm your base. Use your Artillery to soften any of CABAL's forces that attack, and your Tick Tanks to

As the mission progresses, the constant Missile attacks destroy the usable land for constructing a base. Try to find an area with plenty of open space, and keep an unused section in reserve for important structures when available land is at a minimum.

annihilate the weakened enemy. Include a significant air defense to handle Banshee and Orca Bomber attacks. Concentrate your SAM Sites on the northeastern side of your base; that is the direction of most attacks.

As soon as funds allow, build a small group of Tick Tanks and send it southeast to take out a Mobile War Factory hidden there. Although you will probably lose every Tick Tank you send against the Reaper and MRLS



Capture this small base to the northeast.

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defenders, it is worth the loss. If you allow that Mobile War Factory to remain operational, you will face enemy attacks from almost every direction.

After several battles you should have constructed a reasonably strong army, although your base is probably weakened. Assemble an attack force of ten Tick Tanks, five pieces of Artillery, and a pair of MSAs in addition to base defenders. Press to the northeast, using your MSAs to reveal a small and poorly defended enemy base. Have your Artillery target defensive structures and units while vour Tick Tanks screen for any enemy counterattack. Your primary target is the EMP gun, because CABAL uses this

Use a squad of Engineers to capture any lucrative structures within this small base once you have dismantled its

weapon to great effect.

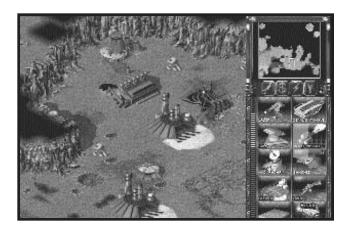
Surviving the first 20 minutes is the most difficult part of this final mission. CABAL's resources are immense, as is its stash of devastating Multimissiles. His favorite targets for Missile attacks are Refineries. EMP guns, or any large collection of troops, especially Artillery. Keep your units spread apart to minimize the danger.

defenses. Place SAM Sites around anything you plan on keeping. Make sure to capture any Radar Installations you encounter. Doing so reveals the exact location of all three Command Stations.

The destruction of the small base to the northeast should lessen the attacks you must face-but only slightly. To deal CABAL a serious blow, build a larger attack force and move against a series of well-defended Refineries.

CAUTION

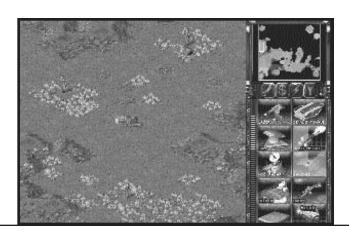
CABAL is extremely adept at using his EMP gun to blunt your offensives. As soon as your vehicular units are immobilized, CABAL follows with several Subterranean APCs filled with Cyborgs. To minimize the danger of the EMP gun, separate your offensive units into two groups that are reasonably distributed. If one group is taken off line, the other can still combat any Cyborg attacks CABAL throws at you.



Your next goal should be CABAL's Tiberium Refineries located to the east of your base.

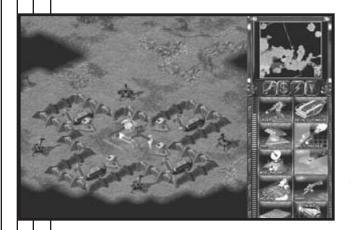
The small base is located about halfway across the map, beyond a large waterway flanking the eastern side of your base. Your attacking army should once again consist of Tick Tanks, Artillery, Mobile Sensor Arrays, and several Engineers. Reveal hidden structures and units with the MSAs, and target them with your Artillery. Aerial and Multimissile counterattacks should be heavy, so keep your army as spread out as the terrain allows.

Once you have dismantled the base defenses, send your Engineers to capture any valuable buildings. Your primary goals for capture are the enemy



After you capture several enemy Tiberium Refineries, build extra Harvesters to dramatically increase your cash flow.

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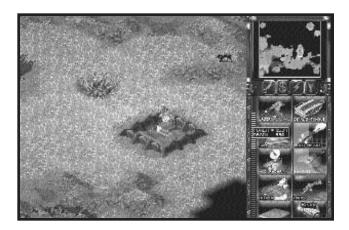
Move against the Command Station and Missile Silos in the southeastern corner of the map.

Construction Yard, Tiberium Refineries, and Tiberium Silos. To supplement these, build several extra Harvesters with the abundance of cash you now have. Protect this base with multiple SAM Sites, as well as a sizable contingent of Tick Tanks and Artillery. CABAL gets a little surly after losing this valuable base, so expect heavy counterattack.

After fortifying the new base, your next goal is depriving CABAL of his potent Multimissile attacks. Four Missile Silos, along with one of the three Command Stations, are all located on a heavily fortified island in the southeast corner of the map. You face Reapers, Concrete Walls, and multiple SAM Sites, so be ready for a fight.

Send a small group of Artillery to the edge of the waterway separating the island from the mainland. Target the Reapers from a distance, taking them apart one by one. For those Reapers outside of your Artillery's range, send five Tick Tanks across the bridge on the north side of the island to root them out. Once the Reapers have been eliminated, order a Subterranean APC filled with Engineers to surface near the Missile Silos. Use your Tick Tanks to punch holes in the Concrete Walls protecting the facility to allow your Engineers easy access. Then take over every building on the island, selling all but one of the Missile Silos.

With the Missile Silos under your control, move to capture the second of the three Command Stations. This one sits behind a Concrete Wall surrounded



The second Command Station sits within a field of Tiberium Veins.

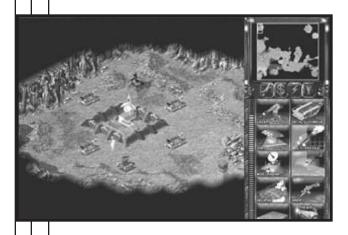
by a huge field of Tiberium Veins. Because you can't safely approach this facility with any vehicle, create a small squad of Rocket Infantry to run across the Veins and punch a hole in the Concrete Wall. Now send in a single Engineer to retrieve the second fragment of CABAL's command codes.

Before you move against the third Command Station, you must clear a path to CABAL's primary computer core. Create a large attack force consisting of the usual Tick Tanks, Artillery, and MSAs. You also need a large air force of 10 to 12 Banshees, complete with Helipads, for use in a later offensive. Constructing that many Banshees and Helipads takes a long time, so start now.

While your air force is being assembled, send your sizable land army northeast, revealing enemy structures with the MSAs and targeting them with your Artillery. Your goal is to create a hole through which you can reach CABAL's core, eliminating all enemy units and defensive structures along the way. Be sure to destroy all Artillery units hidden among the many plateaus surrounding CABAL's core.

When you have punched a hole through CABAL's defenses and finished assembling your fleet of Banshees, move against the final Command Station. This heavily fortified facility is located in the extreme northwest corner of the map. You face four Artillery units, two Reapers, and multiple SAM Sites. Send your Banshee fleet against any unit protecting the final Command Station.

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Use your fleet of Banshees to clear out all Reapers and Artillery around the final Command Station.

Between the Reapers and the SAM Sites, expect to lose about a third of your air force. Don't worry—you can afford to replace them.

Prepare an Engineer in a Subterranean APC, but wait a few moments before you send him. First, replace any Banshees you may have lost in the last attack, then construct a large group of 10 Attack Cycles. Move the Cycles to the southeastern island, where you recently captured CABAL's numerous Missile Silos. Once all units are in position, move your Subterranean APC to the third Command Station and retrieve the final fragment of the command codes.



Capture the third command code to deactivate the Firestorm Generator.



When the Firestorm Generator goes off line, CABAL calls upon his ultimate weapon.

The moment the Firestorm Generator protecting CABAL goes off line, you are in for a little surprise. CABAL immediately activates its pet robot—the Defender. The Defender is pretty close to indestructible—don't even try to attack him. Instead, send your Banshees directly against CABAL's core. Order them to take out the pair of Super Obelisks of Light. These deadly twin towers pack all the power of a normal Obelisk, but with twice the hit points, as well as the ability to fire at air units. You will probably lose the vast majority of your Banshees, but if they take out the Obelisks, it's worth it.

The moment the Obelisks are destroyed, send your Attack Cycles stationed near the southeastern island toward CABAL's core to attack. Avoid the Defender if at all possible. If you must cross paths with the robot, speed past as quickly as you can. The Defender does not pursue—its goal is the destruction of your bases, not individual units. Once your Attack Cycles arrive at CABAL's primary core, hit it with everything you have. With 10 Cycles attacking simultaneously, you should make quick work of CABAL and avenge the Brotherhood. When the core is in pieces, victory is yours.



Multiplayer

Command & Conquer: Tiberian Sun includes some great single-player missions, but the game truly shines when you play against a human opponent.

WHAT TO EXPECT

Although you may have mastered all the single-player missions and regularly shred the computer in skirmishes, playing against a human opponent is an entirely different experience. Human players can be completely unpredictable—attacking in ways you don't expect, or finding weaknesses where you thought there were none. You must learn to expect things from human opponents that you never encountered when playing against the Al.

EXPECT UNPREDICTABILITY

No matter how good the AI is, you eventually discover patterns and realize how to thwart its attacks, regardless of what it throws at you. Human opponents, on the other hand, are completely unpredictable; one attack may come from the air while another comes from below ground. *Expect the unexpected*. If you count on your opponent using the same tactic every time, your base will be in flames before you have a chance to learn from your mistakes.

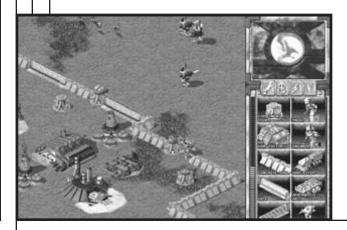
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What's worse, human opponents learn very quickly. The same attack or strategy rarely, if ever, works twice in the same game; living players adapt. If you find a hole in your opponent's base defenses and send a few Engineers through to wreak havoc, be assured that the *next* time your Engineers come knocking, that hole will be sealed tight. All of your brilliant strategies usually fail if you try using them more than once.

EXPECT SPEED

A human player has no qualms about obliterating your base in the first 10 minutes of the game. So don't give your opponent the chance. Build your base quickly and lay down defenses as if a massive enemy attack were about to befall you, because that just may be the case. Crank out defensive units and build an EMP Cannon as soon as possible—if your opponent is foolish enough to try knocking you off before the game has really started, give 'em a little circuit-crackling reward for the effort.

On the same note, your opponent is most vulnerable before sufficient base defenses can be built. Throw a few Engineers in an APC, or group some fast-moving vehicles together for an early strike. Even if you don't win outright, you may soften your opponent for a more substantial attack later on. And if you're lucky, you may even steal some much-needed credits for use in building up your own base defenses.



Build your base as quickly as possible, and add defensive units at the first opportunity.

MULTIPLAYER



Dirty tricks are the name of the game.

EXPECT UNDERHANDED TACTICS

Human opponents can be downright sneaky. Creeping along the edges of the board, air dropping a massive offensive, or popping out of the ground in the middle of your base, live players use some pretty underhanded tactics. Learn to expect them. Lay down pavement if you're GDI, or build air defenses early if you're Nod—your opponent's strength is your weakness, and you can be sure it will be exploited.

Don't skimp on defensive structures like Laser Fences or Concrete Walls to protect your most vulnerable buildings—especially your Construction Yard. Keep an eye on the back of your base, and *never* assume that certain areas are safe from enemy attack. Assumption is the fastest road to failure.

MULTIPLAYER STRATEGIES

While your tactics differ vastly depending on whether you play GDI or Nod, there are some strategies that work well regardless of your faction.

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Attack Cycles or Wolverines make excellent scouting units.

SCOUT ABOUT

Nothing is more important during the early stages of a multiplayer game than scouting the terrain around your base. Determining the location of the most productive fields of Tiberium or where to expect enemy attacks can significantly affect the way you build your base. Furthermore, you want most of the screen uncovered by the time your Radar

Installation comes online. This allows you to spot enemy attacks and have adequate time to squash them quickly.

Finally, there is no better time to scout the interior of an enemy base than during the first few minutes of the game. Feel free to sacrifice several units to get a full view of what your opponent is building. This information is invaluable and is much more difficult to obtain later in the game.

Uncover every
last inch of the terrain around your
base. Leave no nook
unvisited or cranny unexplored. Human opponents
just love to use the edge of the
map or a back road into your
base to do serious damage.



Use Laser Fences or Concrete Walls to protect vital structures.

PROTECT VITAL STRUCTURES

Consider surrounding your MCV, War Factory, and Tiberium Refineries with a Concrete Wall or Laser Fence. Build an Automatic Gate to allow access to those buildings that need it. These walls provide an effective defense against early Engineer or conventional attacks against your most vital structures.

BUILD THE EMP CANNON

As soon as possible, construct the EMP Cannon, as well as the power-producing structures to support it. This single weapon can derail almost any early attack on your base and significantly blunt much larger attacks later in the game.

When using the EMP Cannon later in the game against larger attack forces, resist the urge to strike the enemy as soon as it comes into range. Due to the way the computer moves the units your opponent commands, an attacking force probably approaches you as a long, snake-like group. Strike near the *middle* of the group with the EMP Cannon, allowing a few lead units to reach your base. Break those units with your base defenses. The units in the rear should pass their immobilized allies and hit your defensive perimeter

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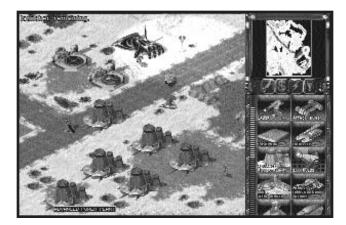
EMP bursts can disable the heart of an enemy attack force.

next. Do the same to them as you did the lead group. Finally, the vehicles effected by the EMP Cannon should come back online, only to meet the fate of the rest of the attacking force. The trick to
using the EMP
Cannon effectively
lies in breaking a larger
attack force into smaller bits.
This stops the enemy from
overwhelming you.

BUILD MODERATE DEFENSES

Sufficient base defenses are an important addition, especially early in the game. But don't overdo it; a base bristling with Obelisks of Light or a dozen RPG Towers can quickly become unmanageable. What's worse, while you have been building all of these expensive structures, and the Power Plants to support them, your opponents have been adding a few Refineries to their base and cranking out enough vehicles and Infantry to virtually surround your "fortress." Games like that always end the same way—a dirt nap for you and your troops.

Instead, add sufficient defenses to protect your base from a moderate-to-heavy attack, then begin building up your economy and cranking out vehicles and Infantry. Mobile defenses, such as Titans or Artillery, are much more responsive than stationary structures, and are much less expensive to produce.



Target your enemy's power grid to take down most base defenses.

Power is Essential

If one or two Power Plants were suddenly destroyed, would you have enough power to maintain your defenses? If not, you need extra Power Plants. The first thing a human opponent may do before launching an assault is try to knock out your base's power grid. Prepare for this by building *at least* one or two more Power Plants than you actually need. When the attack finally comes, you'll be glad you did.

Similarly, when preparing to attack an enemy base, do everything you can to disable its Power Plants. You don't even have to destroy them; simply damaging several Power Plants is usually enough to drop the enemy's power levels into the danger zone. And a base without sufficient power is a base without functioning Component Towers or Obelisks of Light.

Expansion is Key

Expansion and redundant structures are key to winning the multiplayer game. When you have all the basic base structures built, construct an MCV and expand yourself into new areas of the map. These areas should be strategically located,

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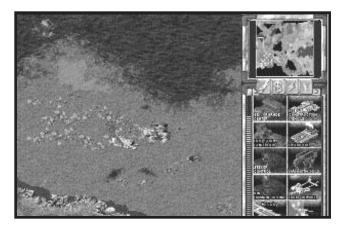
Two Refineries and a couple of Harvesters is not enough; you must expand your economy as quickly as possible to maintain a steady current of credits.

close to Tiberium, or both. Add an extra War Factory and perhaps some extra Refineries to keep your economy rolling. Then build a few defensive structures and some troops to back them up. Now you're twice as hard to wipe off the map. You also have multiple staging areas for your attacks, which keeps opponents on their toes.

CAUTION

Be careful when building Tiberium Refineries at a second base, especially when that base is distant from the original one. Harvesters are just plain stupid, and they soon begin traveling between bases to deliver their freshly picked Tiberium. Not only does this slow your economy, the long trek leaves the Harvesters vulnerable to enemy attack.

As a rule, build your Refineries in the same general area until most of your local Tiberium fields have been picked clean. Break this rule only when you have built a new base near distant fields of blue Tiberium, or when you have enough troops to protect your Harvesters as they journey between bases.



Attacking Harvesters is the fastest way to cripple your opponent's economy.

HIT HARVESTERS

Just as your war machine is fueled by Tiberium, so is your opponent's. Hit where your enemy is weakest, right in the Harvester. When you toast one, you not only deprive your opponent of the Harvester and its load of Tiberium, but you force your If a Harvester
has been collecting
blue Tiberium, keep
your distance when you
destroy it—it might take you
along with it.

opponent to waste valuable time and resources replacing it.

Station the appropriate troops in your opponent's Tiberium fields to force your enemy to fight you away from

Wait near the edge of a Tiberium field until the Harvester enters the field and begins collecting Tiberium. Harvesters automatically avoid areas filled with enemy troops and run back to base if attacked before commencing harvesting. After collection has begun, however, Harvesters circle the field collecting Crystals until you blow them to bits.

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its potent base defenses. Even if you lose, the battle will probably destroy thousands of credits worth of Tiberium in the fields.

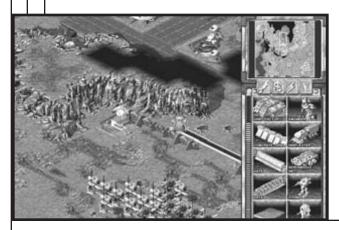
In most long multiplayer games, the winner is decided in the Tiberium field. You may have amazing base defenses, thousands of credits worth of Tiberium in Silos, and a massive army. But if your enemy cuts off your Tiberium supply while maintaining its own, eventually you will lose.

COMBINATION TROOP FORMATIONS

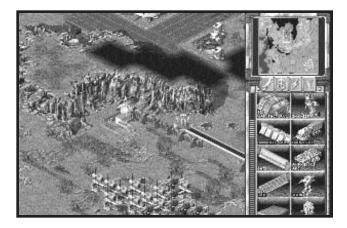
An armada of Titans striding proudly across the battlefield may look imposing, but a skillful opponent can reduce it to twisted metal in no time with a well-placed aerial strike or squad of Rocket Infantry. Try not to send groups of the same kind of unit alone into the field. Most are vulnerable to one kind of attack or another, and a human opponent is likely to take advantage of your weakness. Instead, send groups of mixed units: Titans with MRLSs for air cover and Disk Throwers to take care of Infantry, for example. Each unit type covers the others' weaknesses, making all of them more effective.

KNOW YOUR ENEMY

Before you begin a major attack on an enemy base, learn as much as you can about your enemy's forces. Knowledge about the general layout of your



This group of Titans is vulnerable to certain enemy attacks.



Sacrifice a few cheap and fast units to get a look at your opponent's base.

opponent's base and its defenses can be extremely helpful. You may find that you have insufficient forces or must first soften the defenses that protect your opponent's base. You may also discover a weakness in the enemy's defenses or find only a few units protecting your opponent's most vital structures. Regardless, taking a little time to look at your opponent's forces usually results in a more efficient attack with fewer losses for you.

If you haven't yet penetrated your opponent's defensive perimeter and need to know what is going on inside, send a few of your fastest units, such as Attack Cycles or Jump Jet Infantry, into the enemy base from different angles. The knowledge you gain about your opponent's defenses is worth the loss of a few units.

If a Stealth Generator cloaks your opponent's base, use a Mobile Sensor Array. Bring the MSA as close to the enemy base as possible. Expect to lose it quickly; MSAs are prime targets for enemy air units. Just make sure you deploy the MSA before it's destroyed. Study the layout of the enemy base as closely as possible—especially the location of the enemy's Stealth Generator. Make mental notes about the Generator's relative position to various landmarks like ridgelines, craters, or trees. Then try to take the Stealth Generator out with a Missile or Ion Cannon strike.

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DISTRACTION

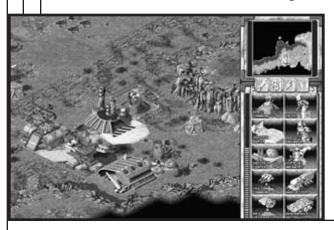
Unlike the omniscient computer, which can sense your presence everywhere and anywhere, a human opponent can only concentrate on one thing at a time. So give 'em something to concentrate on. The approach of a massive aerial assault or the detection of a subterranean unit draws your opponent's attention away from, for example, a Cyborg Commando sneaking in the back of a base, or a squad of Engineers taking over a few Refineries.

Distraction is a double-edged sword. Don't be so intent on your attack that you fail to notice a Ghost Stalker sneaking up on your Tech Center or an APC unloading Engineers next to a Construction Yard. Your focus while attacking is often all the distraction your opponent needs to hit you where it hurts.

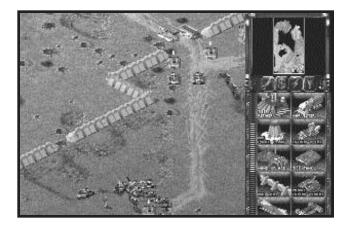
PREPARE FOR THE EMP CANNON

When you assault an enemy base, you undoubtedly face one of the most potent weapons of the game: the EMP Cannon. Because the EMP Cannon is capable of disabling ridiculous numbers of your troops at extreme range, you must prepare for its effects before initiating an attack.

The most effective tactic is to disable your opponent's power supply. When an enemy base is under-powered, all base defenses, including the EMP Cannon, go off line. After you've penetrated the base perimeter, target power-producing structures to make sure the base *stays* off line.



A lucky shot from the EMP Cannon can blunt even the most well-planned offensives, so be careful.



Multiple attack groups are an effective way of getting around the EMP Cannon.

Another tactic that works is to assemble your units into two or more attack groups. The lead group should include Titans and Infantry. As group one approaches the base, it is probably fired on by the EMP Cannon, which immobilizes the Titans. Your opponent likely strikes with the EMP Cannon while your units are a fair distance from the base to prevent his own units from being affected. As your opponent's units leave their base to destroy the immobilized Titans, bring your additional groups up to protect them. In just a few moments, your Titans will come back on line, and the assault can continue.

DESTROY BASE DEFENSES

To minimize the losses you sustain while assaulting an enemy base, you must destroy or disable as many of the base defenses as possible. Otherwise, you must prepare a much larger attack group to overcome their defensive structures and the units they use to protect the base.

As usual, the most effective means of disabling base defenses is by disrupting the enemy power supply. Aerial strikes, sneak Engineer attacks, or Missile/Ion Cannon blasts are a few excellent ways to take down an enemy power grid.

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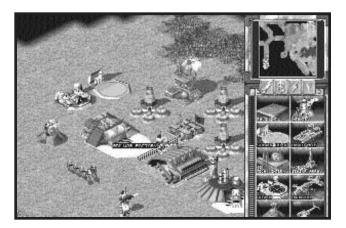
The best way to avoid enemy defense structures is to destroy them before this happens.

An alternative is to bring in weapons with longer range than the defensive structures you wish to destroy. Artillery, for example, has a longer range than any base defense available. These long-range attack vehicles must be protected from enemy counterattack by more sturdy units.

The final means of overcoming defensive structures is by attacking the defenses directly. Aerial assault is often the most effective means, as long as you use heavy aircraft such as the Banshee or Orca Bomber. Lighter aircraft simply don't do enough damage. Missile and Ion Cannon strikes are also excellent ways of dismantling an enemy defensive perimeter.

HIT MCVs AND WAR FACTORIES

After you've penetrated the enemy's base perimeter, know what you're looking for. Two prime targets are Construction Yards and War Factories. If you can destroy or capture both of these structures, along with any duplicates, the game is pretty much over. Your opponent can no longer construct any structure or vehicle, except for air units if he has functioning Helipads. Even if the enemy has operational defenses, a thriving economy, and a considerable army, you'll eventually wear it down.



Know your targets—the War Factory and Construction Yard. Hit them first and hit them hard.

If you aren't able to destroy or capture the two key types of structures of an enemy base, at least do as much damage as you can. Target structures that are expensive to replace—Refineries, Upgrade Centers, Temples of Nod, or Tiberium Waste Facilities. Weaken the enemy's economy as much as possible. As always, capturing a building is always preferable to destroying it.

Be especially protective of your own Construction Yards and War Factories at this point in the game. Your opponent's only alternative (besides finding a crate with an MCV) is to attempt to take over one of them.

WATCH HOW YOU WERE BEATEN

No player wins every game. You'll eventually go up against somebody who will completely annihilate you. This isn't necessarily a bad thing. Often, your victorious opponent utilized tactics and strategies that you simply hadn't seen before. While your opponent outmaneuvers and outguns you, watch closely and learn *how* you lost; you'll often pick up new tricks that will make you a better player next time.

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Learn from this catastrophe—and don't let it happen again.

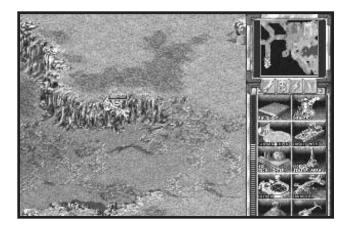
PLAYING AS GDI

GDI enjoys numerous advantages that make it the favorite faction of many players. Generally stronger vehicles and a more potent air force means that in a head-to-head fight, Nod usually loses. Due to the makeup of the GDI army, GDI forces tend to use more conventional strategies. If you like simple, straightforward tactics with potent and powerful units, GDI is the faction for you.

GDI STRENGTHS

MOBILITY

MRLSs, Amphibious APCs, Jump Jet Infantry, and especially Carryalls give GDI a *tremendous* advantage over the less-mobile Nod Forces. Use your mobility to exploit terrain features and go where Nod can't. Use waterways like your own personal highways for your MRLSs and Amphibious APCs. Harass unprotected Nod units with small squads of Jump Jet Infantry. Use your Carryalls for dropping heavy attack units behind enemy lines or transporting



The Orca Carryall is a vital component of GDI's incredible mobility.

Harvesters to and from remote, yet highly productive, Tiberium fields. Mobility is GDI's greatest advantage; use it to the fullest.

JUMP JET INFANTRY

Although quite expensive, Jump Jet Infantry can inflict considerable damage on your enemy with little fear of reprisal. A small group of Jump Jet Infantry



JJI are among the most useful and expensive GDI Infantry units.

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can take apart a Titan or Tick Tank in no time. In fact, any units without air attack capabilities are prime targets for Jump Jet Infantry.

One of the greatest advantages of Jump Jet Infantry is their ability to scout unrevealed terrain. Send them to scour the battlefield, free from the encumbrances of even the most mobile ground unit. Attack any targets

of opportunity.

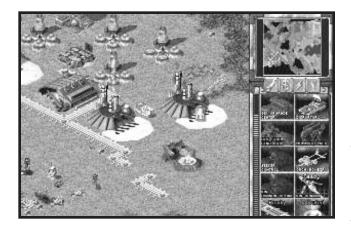
Certain multiplayer maps are prone to frequent Ion Storms. Make sure your Jump Jet Infantry are on the ground when one of these Storms hits, or these troops will fall to their deaths immediately.

Jump Jet
Infantry land when
not under direct
orders. They are much
more vulnerable on the
ground because there they
can be attacked as if they were
normal Infantry. Protect them
with other units or keep them
mobile at all times.

In the new *Firestorm Expansion Pack*, JJI can also spot cloaked units and structures from the air. Send a few around your base on a Way Point patrol to watch for Mobile Stealth Generators or other sneaky units. JJI are also useful to have around during an assault of a cloaked enemy base, just in case your opponent manages to destroy all of your MSAs.

Medics

Nod Infantry is simply tougher than its GDI counterpart. But GDI Medics' ability to heal even the most grievous injury is what balances the scales. A pair of Medics with a squad of 10 Infantry makes a potent combination, allowing you to go toe-to-toe with Nod, even against the dreaded Cyborg units. Keep your Medics in Guard mode, and they'll keep your Infantry in top fighting form.



The Firestorm Generator powers the Firestorm Wall shown here. While active, nothing except subterranean units can penetrate your defenses.

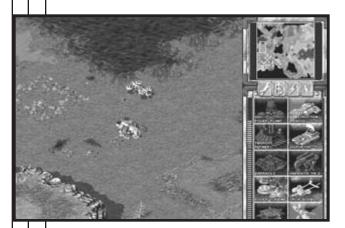
FIRESTORM GENERATOR

Unlike Nod units, you have a sure-fire defense against any type of assault (except a Missile attack). The Firestorm Generator is the perfect defense against a Nod Subterranean APC sneak attack or a squadron of Banshees bearing down on a Construction Yard.

Although much too expensive and time consuming to lay down around every structure, Firestorm Generators should be considered when defending vulnerable buildings such as Construction Yards, Upgrade Centers, and Tiberium Refineries. Surround important structures completely with this defense to ward off *any* aerial attacks.

Be careful when activating the Firestorm defense. Your opponent may feign an attack to trick you into activating it prematurely. The real attack follows the moment the Generator goes off line.

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The Mammoth is a fourlegged death machine capable of inflicting massive damage.

MAMMOTH MK II

Since you used it in the single-player missions, you are already familiar with the kind of damage the Mammoth can do. The same is true in multiplayer games. In combination with a Carryall, which compensates for the Mammoth's limited mobility, the Mammoth MK II is a one-unit, quick-response army. By sending it to hot spots across the battle-

When employing the Mammoth MK II against large groups of Infantry, try aiming for a soldier in the rear. The powerful Rail Guns of the Mammoth actually tear through the first rows of Infantry before annihilating your target soldier.

field, you can quickly diffuse potentially dangerous situations.

Flanking the enemy with the Mammoth is also an effective tactic, but not for the reasons you might think. A human opponent

knows how potent the Mammoth can be, often focusing all attacks on the hulking death machine once it has been spotted. This leaves the enemy units attacking the Mammoth vulnerable to the main force of your army. Use those few moments when the enemy is

Keep the Mammoth mobile. A fully functional, yet immobile Mammoth is a prime target for the mutant Hijacker.

destroying the Mammoth to decimate its forces. Greater than its impact on the battlefield is the Mammoth's impact on the mind of a human player. When playing against GDI, nothing is more unnerving than seeing the Mammoth fly overhead via a Carryall to crush your plans.

DISRUPTORS

The Disruptor is one of the most potent forces that GDI can bring to bear.

Disruptors can damage structures, as well as vehicles and Infantry. And as the only GDI unit that can take out large groups of Infantry, a well-balanced GDI attack force should not be without Disruptors. They are also very difficult to use effectively; all too often, they end up doing as much damage to you as to the enemy.

Keep your Disruptors off by themselves, but not so far that they cannot be quickly pro-

tected from heavy attack by other units. Disruptors are best used in flanking maneuvers—attacking the side of an enemy formation while heavier units draw the enemy's fire.



The Disruptor is one of the most deadly and difficult to control units in the game.

When engaging

large groups, aim for

a unit in the rear. The

Disruptor's area of effect damages every unit between

you and your target.

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Use the Ion Cannon to smash Nod structures even if you can't see them. Here, the Ion Cannon destroys a Nod Obelisk of Light, which was spotted by sacrificing a single unit.

MSAs

Although not an exclusive GDI advantage, MSAs are extremely useful when going up against Nod's cloaked and subterranean units. Build plenty, and use the MSA for both attack and defense. Make sure to provide adequate protection for your MSAs in the field; they're prime targets for air units and fast-moving ground units.

Ion Cannon

The Ion Cannon allows GDI to inflict significant damage to an enemy's base or mobile units, allowing them absolutely no defense. Use it to soften an enemy base before attacking, or to destroy a particularly potent enemy unit. It's not powerful enough to completely destroy many structures, but it can seriously damage any single important structure.

GDI WEAKNESSES

Although GDI units and structures are potent in many ways, GDI has several weaknesses that any multiplayer Commander must know.

VULNERABLE BASES

Once Nod units have had a chance to scout your base, you are subject to relentless Missile attacks. You are also vulnerable to Subterranean APC strikes in the heart of your base. The solution: *Don't let them see your base*. After you have found the ridges, canyons, and land ramps leading to your base site, set troops there to prevent any incursion by Nod forces. This is much easier said than done. It is, however, the *only* way to effectively protect your base from Missile attacks. Be relentless; throw everything you have at even a single Nod vehicle. Even the slightest breach of your base perimeter by Nod forces can lead to heavy damage in the future.

During the game's later stages, when dealing with subterranean vehicles and Stealth Tanks, GDI's best defense is to use the Mobile Sensor Array. The MSA is most effective against Stealth Tanks; as soon as one comes within sensor range, you can attack it immediately. Against subterranean attacks, the MSA simply tells you if a vehicle approaches—you must wait for it to surface before you can attack.

Build multiple MSAs and strategically position them around your base. Also deploy MSAs near key access points to your base. By placing MSAs farther from your base, you give yourself more time to prepare for subterranean or Stealth Tank attacks.



Don't forget about Mobile Sensor Arrays (MSAs). These reveal hidden Nod units.

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POOR AIR DEFENSE

The MRLS is the only means of air defense for your troops in the field. MRLSs, for all of their speed and maneuverability, can't take much damage, which makes them a poor choice for air defense against the heavier Nod Banshee. In comparison to Nod's Rocket Infantry at 250 credits, the MRLS is a much larger investment at 900 credits each.

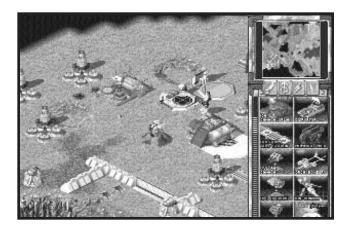
The only solution (besides building field bases complete with SAM Towers) is to produce large groups of MRLSs and move them in packs. Although such a group is still vulnerable to a small squadron of Banshees, the typical human opponent is unwilling to sacrifice expensive aircraft when there are easier, more lucrative targets elsewhere.

SUBTERRANEAN ATTACKS

Nod's subterranean APC and Devil's Tongue are constant thorns in GDI's side. While you can detect these underground units with an MSA long before they reach your base, there is little you can do about them until they surface. Carrying a squad of Engineers or perhaps a Cyborg Commando, APCs can do considerable damage if they surface among your most vulnerable



Subterranean attacks are the bane of any GDI Commander.



Build Concrete Walls early in the game to protect your most vital structures.

buildings, and a single Devil's Tongue can wipe out entire squads of Infantry, Medics and all.

GDI's first recourse is either to build Concrete Walls with Automatic Gates around all vulnerable structures that require access (like Tiberium Refineries and War Factories) or to pave its entire base. Both are expensive propositions, and even these solutions are only quick fixes to a permanent problem. A transport can still surface just outside of your base where the pavement ends and deliver its deadly cargo. And Concrete Walls are a poor defense against a Cyborg Commando.

The final option at GDI's disposal is the Firestorm Generator. This expensive energy hog can provide absolute protection for those structures you've chosen to protect, but only temporarily. Once the Firestorm Generator goes off line, so does your defense against attack. And like all your active base defenses, a power shortage takes the Firestorm Generator off line immediately.

A combination of these tactics, a sizable reserve of Infantry and vehicles in your base, and a generous serving of strategically placed Vulcan Machine Guns provide a reasonable amount of protection. Just don't let your guard down.

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GDI TACTICS

GDI Versus Nod

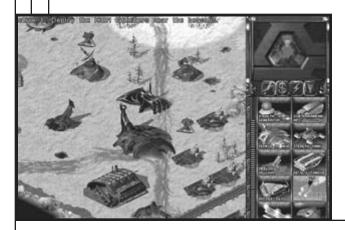
This is the classic *Command and Conquer* match up. Most Internet players are drawn to GDI because of its powerful units and straightforward tactics and strategies.

POWER

When playing against Nod, use Nod's vulnerabilities to your advantage. One of Nod's greatest liabilities is the enormous amount of power its buildings consume. The impressive Obelisk of Light consumes great amounts of energy, and the Stealth Generator requires the output of almost two Advanced Power Plants. To effectively assault a Nod base, you must first attack its power grid.

Orca Bombers are especially good at destroying Power Plants. A pair of Bombers can usually destroy an Advanced Power Plant in one or two passes. Look for groups of Power Plants when making your bombing run. It is not enough to destroy a single Power Plant; you must damage as many power-producing structures as possible.

When following the aerial assault with ground forces, target power-producing structures first. This may mean bypassing an inactive Obelisk of



Nod structures are power hogs, making Power Plants ideal targets.

Light or other base defense. Do so, and attack Power Plant after Power Plant. After you've damaged Nod's power supply significantly, you can begin targeting the base's more vital interior structures.

PAVEMENT, WALLS, AND MSAS

Because of its infamous subterranean units, Nod has GDI at a great disadvantage; you just never know when a Nod APC will come out of the ground filled with Engineers or Cyborgs. To minimize this vulnerability, pave as much of your base as possible. You can at least attempt to control where the subterranean units can and cannot surface. Build a network of MSAs so that you have as much warning as possible. And finally, wall off vital structures that *must* be protected when all your other precautions fail.

ORCAS. ORCAS. AND MORE ORCAS

The Orca Bomber is one of the most powerful weapons in the GDI arsenal. This versatile unit can be used to devastating effect in either a defensive or offensive role. Defensively, and in conjunction with the EMP Cannon, the Orca Bomber can quickly decimate entire columns of enemy units attacking your base. On offense, the Orca Bomber can be used to destroy key structures within an enemy base, or to level a row of base defenses and walls, allowing



Orca Bombers are effective against every type of unit or structure.

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you to move units in unhindered. The Orca Bomber is also tough enough to make successful bombing runs against multiple SAM Sites.

The Orca Fighter excels at demolishing enemy vehicles as effectively as its larger cousin destroys buildings. A pack of five to six Orca Fighters can usually take an enemy Harvester down in one sortie. Also use the Orca Fighter to target immobile vehicles such as Artillery or Tick Tanks. Be careful with the Fighters—they lack the durability of the Orca Bombers and are much more vulnerable to Nod SAM Sites and Rocket Infantry.

ION CANNON

The Ion Cannon is particularly effective at destroying key base defenses. Use the Ion Cannon to smash Nod structures even if you can't see them. Send a single unit toward an enemy base to spot potent defenses such as Artillery batteries or Obelisks of Light. Once your target has been discovered, use the Ion Cannon to obliterate it.

The Ion Cannon is also great for taking out Stealth Generators. Take down the enemy power grid with an Orca Bomber attack, then use the Ion Cannon to annihilate the temporarily exposed Stealth Generator.

GDI Versus GDI

ORCA BOMBERS

Although dangerous against Nod forces, Orca Bombers are particularly effective when playing against GDI. You can see every unit and structure your opponent has, and with the exception of the MRLS, GDI has little in regard to mobile air defense. Build up your base to the point that you can construct Orca Bombers, then build a fleet of them. When you have a sizable number, send them on a bombing run with two specific targets: the enemy Construction Yard and War Factory. The destruction of these two buildings cripples your enemy's war effort. Destroying them is worth even heavy losses among your Bomber fleet.

FRONTAL ASSAULT

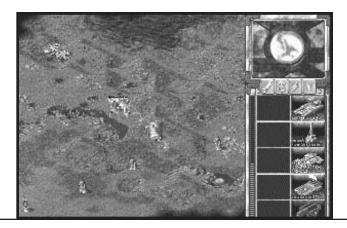
Unlike battling Nod forces, you can simply create a large wave of units and drive it into the heart of your enemy's base. Even if the base's defenses are active, they're not nearly as powerful as Nod defenses, so you sustain less damage against them than against a Nod base. A group of two dozen Titans can send fear into the heart of any enemy commander, but even more so for another GDI commander whose base has been stripped of most defenses by an Orca raid.

GDI DIRTY TRICKS

Although GDI's tactics tend to be more conventional than Nod's, a skilled GDI commander can still come up with some devious strategies to throw at the enemy. When you play on the Internet, you'll witness many such tricks. Here are a few to start.

MAMMOTH HARVESTER KILLER

As effective as the Mammoth MK II is at destroying enemy bases, it's even better at taking out enemy Harvesters. Use a Carryall to transport the Mammoth



Mammoths make quick work of enemy Harvesters.

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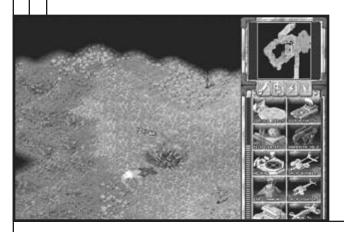
to an enemy-held Tiberium field, and lay waste to any Harvesters you see there. You usually take out a Harvester in three or four shots. Even if your opponent has posted guards, they'll rarely be sufficient to withstand the Mammoth's devastating firepower. Just whisk the Mammoth to safety when serious reinforcements begin to arrive.

Bombing Tiberium Veins

Nothing good for GDI comes from the poisonous Tiberium Veins that Nod uses to fuel its Chemical Missile, so take them out as early as possible. As quickly as funds allow, build two or three Orca Bombers and send them toward the nearest Tiberium Vein Nexus—the huge, gaping maw usually at the center of the field. Systematically wipe out every Nexus on the battle-field. The Veins gradually wither and die, depriving Nod of one of its most potent attacks.

MCV Drops

Nod bases can be tough to penetrate. When you have sufficient units to begin your assault, build an MCV and send your units toward the enemy base. Use a Carryall to transport the MCV close to the enemy base but outside Nod



Bomb the Nexus of this patch of Tiberium Veins; this soon deprives Nod of one of its most potent attacks.

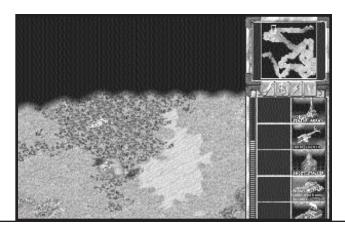
Artillery range. While the MCV is in transport, build an EMP Cannon, but don't deploy it when construction is complete. Instead, when the MCV lands, immediately deploy the newly built EMP Cannon, laying it right next to your

new Construction Yard. Quickly sell the EMP Cannon that's in your original base, and fire the new one right into the heart of Nod defenses. This should immobilize huge numbers of enemy units as your own troops begin their assault. Be careful that your units are not too close to the enemy base when the EMP wave hits, or they'll be immobilized too.

Although the new EMP
Tank in the Firestorm
Expansion does much the same as the MCV drop, EMP
Tanks are lightly armored and seldom, if ever, make it very far beyond the enemy's defensive perimeter. Using the MCV drop, however, offers you both a larger radius of effect and the ability to target deep within an enemy base.

BOMB BLUE TIBERIUM

If you find your opponent harvesting blue Tiberium in a field that you can neither attack (with ground units) nor harvest, send an Orca Bomber to drop a few bombs in the area. This causes a chain reaction that should destroy most of the field.



Blue Tiberium that you can't access should be destroyed to prevent your opponent from using it.

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FORCED BOMBING

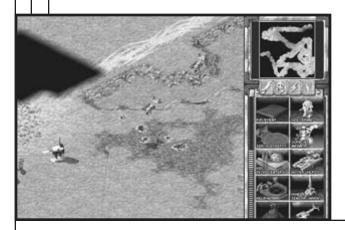
When attempting to attack a cloaked base with Orca Bombers, use Ctrl to force them to strike an area that you know is filled with hidden Nod structures and units.

JUMP JET INFANTRY VERSUS MAMMOTH MK II

When playing against GDI, you'll almost certainly face the Mammoth MK II. An effective way of taking out this hulking beast is to send a squad of five or six Jump Jet Infantry after it. Although the Mammoth can target air units, its attack is feeble at best. You can destroy the Mammoth with the loss of only one or two JJI units. This attack is only effective when the Mammoth MK II lacks MRLS or SAM Tower support.

ORCA FIGHTERS AS DEATH PATROL

With the Orca Bomber able to destroy anything and everything you target, you might dismiss the Orca Fighters as unnecessary. Not so. One great use for the Orca Fighter is as an early base defender when sent on patrols. Create a group of five to six Orca Fighters, then use your Way Point markers to



Send a Pack of Orcas out on base patrol.

create a circular patrol path around the perimeter of your base for these Fighters to follow. Set the Orcas on this Way Point path, put them in Guard mode, and watch them go.

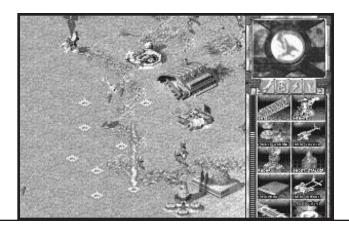
Orca Fighters are so fast that they can often complete even the largest patrol path in under a minute. Better yet, because the Fighters are set in Guard mode, the Fighters immediately attack any Nod unit or offensive that sneaks toward your base. This gives you advanced warning of large attacks and works to deter a human opponent from trying to sneak in smaller attacks.

STAGGERED FIRESTORM DEFENSE

It isn't necessary to completely enclose an important structure with Firestorm Walls to protect it. In fact, it is often more effective to stagger single tiles of Firestorm Wall around your base instead. When enemy units fly into your base and pass over one of the many staggered tiles, the units are instantly destroyed if the Firestorm defense is activated.

GHOST STALKER AND FRIENDS

Ghost Stalker is excellent at destroying enemy defenses and buildings alike. Unfortunately, he's just a little too fragile to actually reach these structures



Staggering your Firestorm Walls acts as a great defense against air attacks.

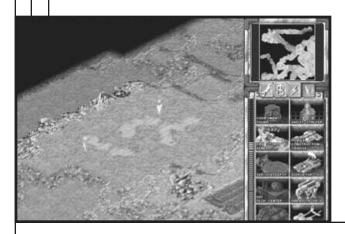
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before being torn apart by Laser or Vulcan Machine Gun fire. The solution? Send him with a squad of four Medics, all assigned to the same Tactical Group. They heal almost any damage he takes about as fast as he can take it. This gives him the opportunity to get to enemy Refineries and Construction Yards and lay a few blocks of C4 at their doorstep.

Way Points and Limpets

Early in a game, send fast-moving units like Wolverines or MRLSs to reconnoiter the interior of a Nod base. It's a suicide run, but the goal is to locate vital structures like Refineries, War Factories, and Construction Yards *before* the Stealth Generators come on line. When you have found these structures, use your Way Point markers to indicate their locations. Use the same color Way Point marker for the same type of structure. For example, use green for Tiberium Refineries and Silos, blue for War Factories, and red for Construction Yards. When the Stealth Generator does go on line, the Way Point markers work as virtual bull's-eyes for later Orca Bomber or base assaults.

Using the new Limpet Drone in the *Firestorm Expansion*, the GDI player can often get a good look at the interior of even a cloaked Nod base. However, even when using a Limpet, the view is only temporary. Use the same technique described above to mark those structures you've seen for later destruction.



Way Point markers can work almost like a bull's-eye for later Orca Bomber sorties.

PLAYING AS NOD

Where GDI relies on brute force and superior firepower, Nod uses subterfuge, distraction, and surprise. Nod's units are much more specialized and require more complex strategies and battlefield awareness than their GDI counterparts. However, Nod units are also more deadly when pitted against their intended targets. Nothing slays Infantry faster than the Devil's Tongue, and no vehicle has a longer range than the Nod Artillery. If you prefer creative, unconventional tactics and units that can be absolutely devastating—under the right circumstances—consider playing Nod in your next multiplayer game.

NOD STRENGTHS

SUBTERRANEAN ATTACKS

Nothing surprises an enemy commander more than a squad of Engineers popping up in the middle of a base, or a Devil's Tongue wiping out columns of Veteran Infantry. Even after your opponent has fortified his base area, units in the field are still vulnerable to subterranean attack. When your opponent tries to expand by building a new base in a different area, have a group

of Engineers waiting there in a Subterranean APC. Continually press this advantage, making opponents waste precious resources paving and fortifying their bases. Constant subterranean attacks can unnerve many human opponents, prompting them to make some pretty stupid mistakes.

POWERFUL INFANTRY

Nod Infantry are simply more powerful than their GDI counterparts. While Nod lacks a Medic to heal injured units, Nod's best Infantry Cyborgs are
excellent at guarding your Tiberium
fields. Not only can they
shred enemy Infantry, but in
small groups of three or four,
they can handle most vehicles
without taking a single loss.
And with Tiberium's regenerative effects on Cyborgs, they'll
be fresh and healthy for the
next wave of attacks.

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Nod Cyborgs are the most durable Infantry units in the game.

units—the Cyborg and Cyborg Commando—heal automatically when they enter a Tiberium field. Small squads of Infantry can tear through GDI light vehicles, while Rocket Infantry can easily handle heavier opponents like the Titan.

The only effective defense GDI has against your Infantry attacks is Infantry of its own. Add the Devil's Tongue to your arsenal to wipe out opposing Light Infantry and Disk Throwers, and you've secured a tremendous advantage for your side.

FASTER UNITS

Nod units are generally much faster than comparable GDI units. Use this added mobility to your advantage. Attack Cycles are especially effective in small groups used to close holes in your defensive line. Nod units can scout faster and are more likely to penetrate base defenses than GDI units. They can also deploy quickly to vulnerable areas in enemy territory, often before GDI forces have a chance to respond. Finally, use moderate-sized groups of your fastest units in quick hit-and-run attacks, doing as much damage as possible, before evading the slower-moving GDI counterattack.



The Obelisk of Light makes quick work of any enemy units.

POTENT BASE DEFENSES

Machine guns and Rocket Propelled Grenades are nice, but nothing compares to the 20-gigawatt death rays that an Obelisk of Light can shower on your opponents. Nod base defenses are by far the most potent in the game. They are also the most expensive and power hungry, so take that into account when constructing your defensive perimeter. A couple Obelisks and a few Laser Turrets should be more than enough to thwart any commander foolish enough to actually attack your base.

CHEAP, EFFECTIVE MOBILE AIR DEFENSE

While SAM Sites provide excellent air defense within a Nod base, Nod units also enjoy the effective and inexpensive protection of Rocket Infantry while in the field. At only 250 credits apiece, these units are invaluable for taking down even the largest GDI aircraft. Pack six Rocket Infantry into a Subterranean APC to deploy them quickly wherever air defense is needed.

Keep your Rocket Infantry spread out to maximize their effectiveness against targets like the Orca Bomber.

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Later in the game you gain access to Stealth Tanks, which also fire at air targets. Although much more expensive than Rocket Infantry, they can provide quite a punch and remain hidden until you need them.

MOBILE REPAIR VEHICLE

Nod's ability to repair vehicles in the field is a tremendous advantage. The Mobile Repair Vehicle repairs any damage to any vehicle, no matter

how serious. And because Nod vehicles don't have to return to base for repairs, units like Tick Tanks and Artillery can remain deployed and fully functional while the MRV does its work. In addition to being quicker than the GDI Service Depot, MRV repairs are free.

The disadvantage of the MRV is that it's much more fragile than the equivalent GDI structure. Keep the MRV protected or well behind your base defenses.

When in Guard mode, the MRV automatically repairs any vehicle that has sustained damage. Warning! Watch your MRVs closely while in Guard mode; these units tend to follow damaged vehicles, such as Harvesters or Weedeaters, into dangerous situations.



MRVs allow Nod to repair its forces in the field.

MRVs are easy to lose track of as your base increases in size, so place each MRV in its own Tactical Group. Doing this also makes assigning repair jobs much easier; simply activate the Tactical Group the MRV is in and click on the unit you wish to repair. No matter where your MRV is, it heads directly to the indicated unit and repairs it.

CLOAKED BASES

As the multiplayer game progresses and GDI's Ion Cannon comes on line, Stealth Generators become your best friends. Masking both units and structures, Stealth Generators are arguably Nod's single greatest advantage. Not only do they prevent GDI from specifically targeting anything within your base, they also prevent GDI commanders from estimating your

Your goal is to eventually build multiple
Stealth Generators with overlapping fields of effect.
If one Stealth Generator gets taken out (by a Hunter/Seeker perhaps), then another takes over in its place.

approximate size and strength. A wisely placed Stealth Generator can also protect a fledgling second base while you build up a proper defensive perimeter.



Use the Stealth Generator to protect your base from enemy attack. Arrange your base to provide adequate space for the Stealth Generator and its defenses.

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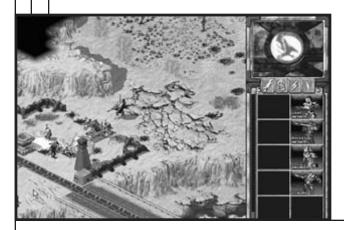
Because the Stealth Generators are such a great advantage, do everything you can to keep MSAs away from your base. Assign a group of aircraft whose sole task is to destroy enemy sensor arrays.

ARTILLERY

Nod Artillery is often underestimated. But when properly deployed, Artillery can single-handedly take out small enemy armies or soften larger forces so your other troops can annihilate them. Place a small group of three or four Artillery on a ridgeline overlooking the main entry to your base. This small group prevents incursion by large groups of Infantry, small groups of vehicles, and even the dreaded GDI Amphibious APC/Engineer attack. Back up your Artillery with a squad of Rocket Infantry and a pair of deployed Tick Tanks, and it will take a miracle (or a fleet of Orca Bombers) to get you out.

Cyborg Commando

The Cyborg Commando is a bargain at any price. At only 2,000 credits apiece, you get a one-man army that can often take out the Mammoth MK II in a one-on-one fight. Cyborg Commandos can obliterate Harvesters in three or four shots and take out most buildings with little more effort. As with all Cyborg units, after a fierce battle, your Commando can take a quick Tiberium



The Cyborg Commando is a one-unit death machine.

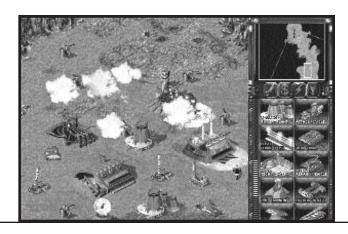
shower and be fresh for a new battle in minutes. Best of all, Cyborg Commandos can hop a ride with any Subterranean APC, adding the element of surprise to an already impressive arsenal.

MULTIPLE MISSILE ATTACKS

The potential for two different Missile attacks provides Nod with a serious advantage. Although GDI can severely damage any structure in a Nod base with an Ion Cannon strike, Nod has a good chance of *destroying* even the resilient Construction Yard within an enemy base by launching a Chemical Missile followed by a Cluster Missile.

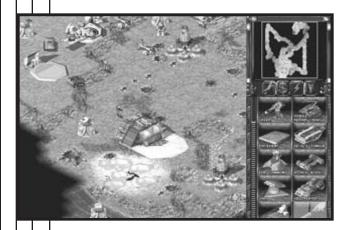
The area of effect of the Cluster Missile is also advantageous to the Nod Commander. You can target multiple structures or large groups of vehicles and Infantry. A particularly nasty tactic is to use a Cluster Missile strike to damage multiple Helipads and the expensive air units they support.

The Cluster Missile has only two disadvantages. One, any Missile launch is detected by enemy Radar, giving your opponent a chance to move vulnerable vehicles or do quick repairs on damaged structures. Two, the effects of a Cluster Missile tend to be unpredictable. One shot may destroy multiple buildings while another may only damage one. Despite these disadvantages, the Cluster Missile is a potent weapon that no Nod commander should be without.



The terrible damage a Missile can inflict makes it one of Nod's most potent weapons.

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There are few defenses against Chemical Missile attacks. Target vulnerable structures (in this case, the GDI Upgrade Center) and units, then let the toxins do their work.

The Chemical Missile does less damage on impact, but spreads a deadly load of toxic clouds throughout an enemy base. This toxic gas damages any unit or structure and is absolutely deadly to Infantry. When you're not using the Chemical Missile in conjunction with the Cluster Missile to destroy structures, Infantry should be your primary target. Any unit destroyed by the toxic clouds is immediately transformed into a Viceroid. This creature can continue to do damage to an enemy base long after the toxic clouds have dissipated. If you strike a large group of Infantry, you can potentially produce several Viceroids to wreak havoc in an enemy base.

NOD WEAKNESSES

Nod units and structures are not without their shortcomings. A successful commander in multiplayer games must be familiar with all Nod weaknesses.

DEPENDENCE ON POWER

Nod defensive structures are potent but power hungry. This leaves Nod much more vulnerable to power shortages than GDI. To solve this problem, build

many more Power Plants than your base actually needs. Next, add several SAM Sites to protect them from aerial attack. A favorite multiplayer tactic is to strafe your Power Plants with Orca Bombers or Harpies before

beginning a major assault. You *must* have enough extra power to withstand the loss of a few Power Plants. For GDI, loss of power is significant, but for Nod, it is absolutely devastating.

If your Power Plants have been hit hard and your base's power supply falls into the danger zone, power down structures that aren't being used for base defense, such as unit-producing structures, the Missile Silo, or the EMP Cannon, during the heat of an enemy

Spread your
Power Plants around
your base. Don't build
too many in any one place;
a row of tightly packed Power
Plants is a prime target for an
aerial attack.

invasion. Many of these structures consume enormous amounts of energy, and powering down even one can bring your base defenses back on line.

LACK OF MOBILITY

Unlike GDI with its Carryall, Nod forces can easily become trapped by terrain. Ridges, waterways, and destroyed bridges can be very real obstacles to the Nod player. Only subterranean units can avoid this limitation. Be careful when building your base. Secure bridges and tight canyons early in the game. Offer protection (such as a second MCV) for more vulnerable vehicles as they move across the screen.

If your power is extremely critical, consider powering down a Stealth Generator. If your power is down, your base is visible anyway. Doing this reduces your base's overall power consumption by 350 units—nearly the output of two Advanced Power Plants. Often, this is enough to compensate for any damage your power supply has sustained. If the enemy is about to penetrate your base perimeter, base defenses are much more important than bringing the cloak back on line.

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This column of Tick Tanks must traverse the winding canyons and other difficult terrain.

Not only must you compensate for lack of mobility, but you must recognize and prepare for GDI's advantage in troop transport capability. Look out for Carryalls dropping GDI heavy attack units behind your lines of defense. Add extra protection to your Tiberium fields—you never know when a pair of Titans might be airdropped right next to a Harvester. Finally, uncover all terrain in your section of the map. A favorite multiplayer tactic is to airdrop an MCV near your base and begin building an expansion base right next door.

WEAKER VEHICLES

Nod just doesn't build vehicles as tough as GDI's. Realize that in a head-to-head fight of roughly equal number, you'll probably lose. Nod's strength isn't brute force; it's surprise. Nod does excel at securing territory. Deployed Tick Tanks can toast even a Veteran Titan. And Artillery can take care of any Infantry that come to harass your entrenched Tick Tanks.

FIGHT ON YOUR OWN TERMS

It is vital that *you* choose the sites of your engagements with GDI. Don't let GDI set the stage of combat because chances are, GDI will win. You must

force your opponents to fight on your terms—dug in, and *after* you've set your Artillery on a nearby ridgeline. Under the right conditions, Nod is virtually unbeatable. It's up to you to set those conditions, and not let the situation be decided for you.

NOD TACTICS

Nod Versus GDI

GDI's conventional troops are generally more powerful than yours, but you have a number of tricks up your sleeve. Battle GDI from the shadows until you have enough units to face GDI on more even footing.

PREPARE FOR POWER

You need lots of power. Create your base with an opening in the center large enough to accommodate a Stealth Generator, your best defense against any attack. Protect this, and your Power Plants, at all times.

GDI forces usually go after your Power Plants, so do everything possible to keep them safe. Besides SAM Sites, Lasers are the best protection for Power Plants. They require less power to run and continue to function if the Power goes completely down at your base. Ring your power grid with Lasers and SAM Sites.

TARGET MSAS

Because of their power to reveal your base and units, MSAs pose a special threat to your base security. Go after any that move into your area. Prepare a few Banshees or Harpies for the specific purpose of knocking out MSAs that get too close to your base.

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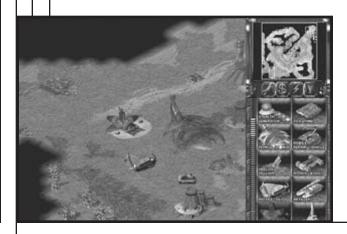


Target any MSAs that stray too close to your base. Their ability to reveal your cloaked units and structures makes them extremely dangerous.

BUILD A TIBERIUM WASTE FACILITY

Scout early for a patch of Tiberium waste. Once you've built a Tiberium Waste Facility and a Missile Silo, you generate Chemical Missiles in addition to Cluster Missiles. Quickly create as many Weedeaters as possible; eight loads of Tiberium waste are required to make a single Chemical Missile.

Remember that Chemical Missiles create toxin clouds, which damage vehicles and structures and are deadly to all Infantry. And don't forget that the toxin clouds also create Viceroids. The one-two punch of Cluster Missiles,



Tiberium Waste Facilities are vital to producing the potent Chemical Missile.

followed immediately by a Chemical Missile, can take out virtually any structure in a GDI base.

Nod Versus Nod

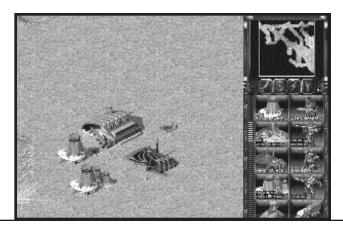
This is perhaps the most interesting battle available in multiplayer games. Two Nod forces battling each other creates an interesting display of secretive attacks and strategic tricks.

WORST OF BOTH WORLDS

When playing against another Nod player, you must combine the defensive strategies of both GDI and Nod. Put down pavement inside your base at every possible opportunity; Nod units can sneak into your base with Devil's Tongues and APCs just as easily as they can a GDI base. Build an MSA early, and add several more as funds permit to create a sensor network around your base. Keep your power grid safe just as you do against GDI opponents. Again, Lasers and SAM Sites are the best defense here.

BUILD A SECOND BASE

Even more so than against a GDI opponent, you need an additional base to maintain a stash of Power Plants away from your main base. Protect any sec-



This second fledgling base is a good start.

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ondary bases with Stealth Generators to keep them hidden. The best location for an additional base is in a map corner that's out of the way of enemy units. The more you do to prevent this base from being located, the better your chances of maintaining your power grid if your opponent destroys the Power Plants at your main base.

CONTINUE TO USE UNCONVENTIONAL TACTICS

You should be attempting to do to your opponent everything he is doing to you. Just as a GDI player would do, use a Mobile Sensor Array to spot the enemy Nod base. Hit the power initially, then go for the more vulnerable structures inside. Target expensive and hard-to-replace items that allow your opponent to create the more unusual and powerful items. Tech Centers are excellent targets because they provide so many of Nod's unique toys.

USE YOUR MISSILES

Just as you do against GDI opponents, employ both Cluster and Chemical Missiles. Fire up as many Weedeaters as possible and have them strip the closest Tiberium Vein patch. Then hit the enemy base as hard and as fast as you can with all the Chemical Missiles you can build. Target weaker, more vulnerable structures when you're able. Otherwise, fire the Chemical Missiles at a group of units to create Viceroids that will further destroy the Nod base for you.

Chemical Missiles also provide an additional benefit; once you strike with a Chemical Missile on a hidden Nod base, watch it. As structures begin taking damage, you can see them for a few seconds, which allows you to target them on later attacks, even if they are not visible.

NOD DIRTY TRICKS

There is no end to the devious and underhanded strategies that you can create using Nod units. Here are a just a few to get you started.

DEVIL'S TONGUE/ROCKET INFANTRY COMBO

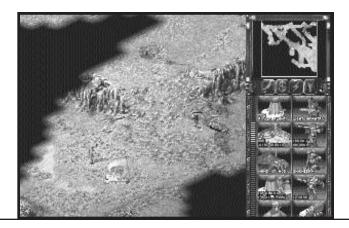
Send two or three Devil's Tongues toward a group of mixed units (vehicles and Infantry). Have the Devil's Tongues take out all opposing Infantry as quickly as possible, then retreat to your base for repairs. As soon as your Devil's Tongues burrow into the earth to escape, have a pair of Subterranean APCs, filled with Rocket Infantry, surface in their place. The Rocket Infantry can make quick work of the vehicles, and because there are no longer any enemy Infantry left, your casualties should be extremely light.

GREEN AND BLUE COLORS

This is the cheapest of all cheap moves, but choose green or blue as your unit color. Large groups of your units will often look like Tiberium fields on your opponent's Radar screen. It's also easier to hide your units in real Tiberium fields because they blend in nicely.

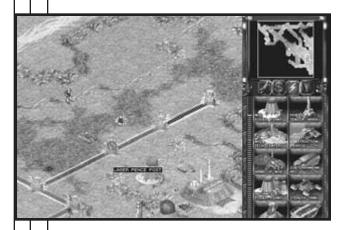
COMMANDO HARVESTER KILLER

Use your Cyborg Commando in a Subterranean APC as your designated Harvester Killer. It can usually take out one or two Harvesters before GDI reinforcements arrive. Then just hop in the APC and burrow to safety.



The Cyborg Commando makes short work of any undefended Harvesters.

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Turn your Laser Fences into a Nod style hibachi grill.

LASER FENCE SNAP

While inside the effective radius of a Stealth Generator or MSG, Laser Fence Posts are completely invisible. If you see unaware enemy units coming your way, deactivate the Laser Fences directly in their path. As they cross the Laser Fence Posts, reactivate them suddenly. The units are instantly destroyed, and because of the stealth screens, the enemy commander sees the units explode with no apparent cause. This trick is good for hours of fun.

MSA DEATH SOUAD

Assign a group of Banshees to target nothing but enemy MSAs. An opponent attempting to assault your base needs a Mobile Sensor Array or two to even see it. By destroying nothing but MSAs, you leave an enemy commander blind of the dangers that you have prepared.

CLUSTER MISSILES VERSUS VEHICLES

Cluster Missiles are extremely effective against vehicles, but it is often difficult to find large enough groups of vehicles to make it worth the shot. Try

sending a Subterranean APC filled with Engineers or combat troops toward an enemy base equipped with an MSA. Once you've been detected, human players tend to group their vehicles near where they think your unit will surface. While they stand there, launch your Cluster Missile at the group. Instead of surfacing with the APC, make a tight circle in the area until the Cluster Missile annihilates the base defenders. Then surface and do some serious damage.

MAMMOTH HIJACKING

Send your mutant Hijacker after a prize worth capturing, the Mammoth MK II. Human players often leave the Mammoth in the field as protection for Harvesters or vulnerable areas of their base. Send the Hijacker via a Subterranean APC after this unit *every time* it appears on the battlefield. At best, you capture the single most powerful unit in the game. At worst, you make your human opponent paranoid about deploying the Mammoth in the field at all.

Holes in the Pavement

Having trouble getting your Subterranean APC through the pavement of a well-fortified base? Try blowing up one of the more delicate structures—like a Power Plant—with a Missile attack. Human opponents often lay down structures, *then* pave their base. If you destroy the Power Plant, you both weaken the enemy power grid and provide yourself with a pavement-free two-by-two square where you can surface.

FIRESTORM EXPANSION IN MULTIPLAYER

Although you may have mastered every nuance of *Tiberian Sun*, the new features of the *Firestorm Expansion Pack* have added a new level of complexity to the game—especially in the multiplayer arena. There are new units, new additions to the multiplayer maps, and most importantly, new ways of completely decimating your opponent.

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New Units in Multiplayer (GDI)

There are several new units to play with, regardless of whether your favorite faction is the noble Global Defense Initiative or the ruthless and underhanded Brotherhood of Nod. Each new unit dramatically effects the balance of the game in its own way.

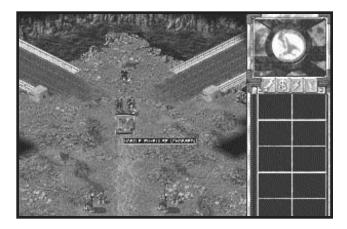
JUGGERNAUT

The Juggernaut finally provides the GDI player with some much needed long-range support fire. Now GDI can pummel its opponents from a distance with deadly Artillery barrages just like its Nod counterparts. Juggernauts fire three separate and considerably less-powerful shots, compared to the standard Nod Artillery unit. The upside of this trio of shells is that if *all* hit, the damage done is much more than a single shot fired by Nod Artillery. The downside is, unless you are firing on structures, this rarely, if ever, happens. The Juggernaut is also rather ineffective against moving targets, often doing little more than scuffing paint.

Where the Juggernaut shines, however, is in taking apart base defenses. When you need to dismantle an enemy Obelisk of Light or RPG Tower, nothing works better than the triple shot of your Juggernaut. Most Power Plants can be taken down in only two volleys, and even the heartiest structure can be demolished in less than six. Use Juggernauts for long-range attack of



The Juggernaut excels at long-range bombardment.

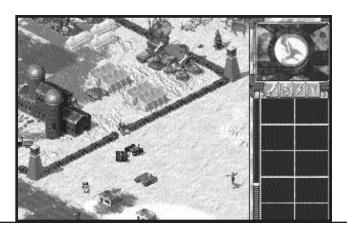


EMP Tanks can temporarily immobilize even the dreaded Cyborg Commando.

enemy bases while using more durable and mobile units like the Titan to screen for counterattacks. With a few MRLSs thrown in for air support, you have a well-balanced attack force that is very difficult to beat.

EMP TANK

Now you can take all the power of the EMP Cannon with you in a convenient travel size model. This lightly armored tank provides you with the ability to



EMP Tanks can immobilize whole groups of enemy vehicles.

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immobilize vehicles and Cyborg units with the touch of a button. Although the EMP Tank has a relatively limited range and long recharge time, a few of these tanks used properly can turn the tide of battle in your favor.

EMP tanks are useful in protecting Harvesters or other vulnerable units in the field. While your opponents are trying to clear their circuits, you can rush in reinforcements to obliterate them. This new weapon is also effective at taking care of pesky subterranean units. If you activate the EMP burst while over any subterranean units, they immediately surface and wait patiently for your troops to come and blow them to bits. Finally, EMP Tanks are useful in base assaults. If an EMP Tank is activated near your enemy's Radar Array, Radar goes down for the duration of the EMP effects. This can cause more than a little confusion for a human opponent.

LIMPET DRONES

Limpet Drones represent an entirely new approach to reconnoitering the interior of your opponent's base. We've all sent cheap units on suicide runs or rushed an Attack Cycle or Wolverine in through some secret back alley. Now, you can use an enemy vehicle to do the recon for you. Once attached to a vehicle, the Limpet informs you of everything that the vehicle sees, including base interiors and even cloaked units and structures.

Deploy Limpet Drones in Tiberium fields, along roads and bridges, and especially on natural bottlenecks in the terrain. Harvesters are prime targets for Limpet Drones, as these Tiberium-collecting vehicles tend to meander much more than any other type of unit. You also gain the knowledge of where at least one enemy Refinery is located.

JUMP JET INFANTRY

Jump Jet Infantry are far from new, but they do possess some added features in the *Firestorm Expansion*. JJI can now see farther and detect cloaked units from the air. This makes them much more useful as scouts, as well as miniature flying Mobile Sensor Arrays. One of the most effective tactics when defending against a GDI base assault is to blow apart enemy MSAs with Banshees one by one. This leaves GDI blind to cloaked Nod units and structures. Since neither GDI nor Nod has effective air-to-air attacks, your JJI



With an upgraded sensor suite, JJI are now a much more useful unit.

now allow you to combat this strategy by keeping an eye on cloaked units from above.

MOBILE WAR FACTORY

The Mobile War Factory allows GDI to move unit production to any corner of the map in only moments. No longer must GDI send for reinforcements from a distant base. Now needed units can be made to order on the spot. When used in conjunction with the Carryall, the Mobile War Factory allows GDI to create powerful vehicular forces anywhere, providing GDI with a great advantage in securing territory early in the game.

NEW UNITS IN MULTIPLAYER (NOD)

REAPER

The new crown jewel in the Brotherhood's arsenal, the Reaper is arguably the most balanced unit of the game—equally effective against Infantry, vehicles, and aircraft. Armed with a sticky net launcher to ensnare huge hordes of Infantry in a single shot, as well as a devastating Cluster Missile launcher, the

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Reaper is prepared for just about anything that GDI can throw at it. The Reaper can even bring down GDI's flying fortress—the Orca Bomber—in a handful of shots.

Reapers do have several limitations, however, especially against a human opponent. One, the deadly Cluster Missile is relatively ineffective against moving targets. Units in motion at the time of impact take dramatically less damage than those that remain stationary. The faster the movement, the less the damage. You can be sure that a human opponent will take advantage of this little Achilles' heel in a real multiplayer game.

Second, although a Reaper can ensnare even the hardiest squad of Infantry units in a single shot, there is very little it can do to them once they are caught. The Cluster Missile does pathetic damage to Infantry units, and even less to prone targets. A small squad of Rocket Infantry or Disk Throwers can eventually overcome a lone Reaper, freeing themselves from the webbing in moments, and doing significant damage before being immobilized again. Further, if a human Commander has the forethought to attack a Reaper from several directions at once with a small squad of Infantry, your "crown jewel" will be in pieces in no time.

The obvious solution to this problem is to support a Reaper with another unit that makes quick work of Infantry. A Cyborg is the ideal partner, although Attack Buggies and even Light Infantry work well also.

One of the most effective roles for Reapers within the multiplayer game is as protector of rich Tiberium fields. Send Reapers to secure fields that are relatively distant from your base to keep your opponents from taking control of



Reapers do very poor damage to Infantry units. Have another unit go in for the kill after the Infantry have been immobilized by the Reaper's webbing.

them. Reapers also make excellent watchdogs over eagerly working Harvesters. Not only do they take out Infantry, vehicles, or even aircraft that may come to threaten your Harvesters, but they can use the very field they are protecting to heal from any battle damage.

FIST OF NOD

The Fist of Nod is virtually identical to the GDI Mobile War Factory. But its use in conjunction with the Nod Mobile Stealth Generator provides a very different strategy. It is entirely possible to create stealth bases within your opponent's own Tiberium fields, or right outside the enemy's main gate. With the added recon provided by the new Limpet Drones, you have a better idea of where enemy commanders have placed their MSAs and can stay outside their range.

Another common strategy is to send a Mobile Stealth Generator and a Fist of Nod to the edge of the map, just to the side of your enemy's base. This spot should be outside the range of MSAs and away from all Tiberium or lanes of traffic. Then construct a sizable armada of durable Tick Tanks and deadly Artillery, and keep it in reserve for a battle against the enemy base. When you decide to storm the enemy's walls with a huge attack force from your *main* base, use this reserve to exploit any weakness the main attack group may have created. Or use a small group of Tick Tanks to draw the fire of the EMP gun, and attack with a larger force from your mini stealth base while the gun is recharging. This works equally well for wasting the GDI Firestorm defense as well.



Use the Fist of Nod in conjunction with a Mobile Stealth Generator to create devastating flanking armies.

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MOBILE STEALTH GENERATOR

With this deadly little trinket, you can cloak your units and structures anywhere on the board at any time. Best of all, you can move the generator at your whim—and it doesn't draw a single watt of power. Use The MSG to cloak roving attack groups or fledgling second and third bases. Even deploy one in one of your own Tiberium fields to mask the operation of several of your vulnerable Harvesters. Deploying several Mobile Stealth Generators near the front lines of your base defenses guarantees that they will remain cloaked in times of power shortages. There are more uses for MSGs than crazy glue.

The only limitations of the MSG are in price, range, and function. At 1,600 credits a pop, these units are pricey to say the least. And unfortunately, the MSG must be deployed to cloak other units. That means no rolling convoys of conveniently cloaked Tick Tanks. Once deployed, the Mobile Stealth Generator also has significantly less range than its base-mounted counterpart. Take these limitations into account before building a dozen of these very useful units.

LIMPET DRONES

Limpet Drones work as well for you as they do for GDI—better even. Anything your Drones reveal while attached to a Harvester or Titan, *stays* revealed. Limpets are your number one recon tools for finding weaknesses *within* an enemy base, as well as for acquiring targets for your deadly Missile packages.

Westwood Interview

This interview was conducted February 26, with Rade Stojsavljevic, weeks before the commercial release of *Firestorm*, the latest *Tiberian Sun* expansion pack. Rade was the producer of *Tiberian Sun*, nursing the game through its infancy, through all game concepts, changes, and eventually into production.

- Q: Which computer games did you enjoy playing while you were growing up?
- RS: I played a lot of different games such as the *Ultima* series, *Starflight*, *Lode Runner*, *King's Quest*, and the *Infocom* games on the PC. I also played a lot of console titles on the Atari, Intellivision, and Nintendo systems.
- Q: Could you tell us about some of the improvements in *Tiberian Sun* over, let's say, the original *Command and Conquer*.
- RS: *Tiberian Sun* runs in a higher resolution with more colors and is in a different perspective to give everything a more realistic look. It also features a lot of interface improvements such as right-click and drag to scroll the map, and a waypoint system in addition to gameplay features such as unit experience.
 - Q: I've noticed a lot richer detail and complexity in the levels in *Tiberian Sun*. What went into the creation of these kinds of improvements?
- RS: A lot more time and effort went into the missions and maps for Tiberian Sun. Switching the perspective of the game and adding height let us create more detailed maps, though they took a lot longer to build. We also

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had more graphical elements that could be added to the map to increase the detail wherever the designers saw fit.

- Q: What kind of changes have you made from *Tiberian Sun* to the *Firestorm Expansion* and why?
- RS: We created new units to promote and facilitate conflict. Both sides now have a Mobile War Factory to allow for the creation of staging areas near an opponent's base. GDI has the Juggernaut, which was designed to give GDI improved offensive abilities when attacking a base. Nod's new units center around the idea of gathering information about an opponent (Limpet Drone) or denying your opponent information (Mobile Stealth Generator).

We've also lowered the cost of some of the more expensive units in order to make them more useful. Finally, we've made it easier for units to become Veteran, and when they do, their abilities are improved.

- Q: Do you play Tiberian Sun often, and if so, which faction is your favorite?
- RS: I play *Tiberian Sun* a lot at work, and, believe it or not, I don't really have a favorite side. I enjoy Nod's ability for sneak attacks and devious tactics. I also like to play GDI when I want to bring some heavy firepower and smash an opponent to bits. What side I play depends on my mood and who my opponent is.
- Q: Who were the folks involved in creating the music for *C&C* and *Tiberian Sun*, and could you tell us more about them?
- RS: Frank Klepacki wrote and performed the music for *C&C*, *Tiberian Sun*, and *Firestorm*. I'm always amazed at how Frank can switch musical styles depending on the project he's working on. One day he's doing a medieval song, and the next he's working on a driving rock piece.
- Q: One of the features I liked the most about the original *C&C*, as well as *Tiberian Sun*, is the interesting story lines. Could you tell a little about how these stories are written, filmed, and woven into the game?
- RS: I'll use *Firestorm* as an example for this since we just finished it, and the process was the same as previous projects.

WESTWOOD INTERVIEW

First, we develop a basic story concept that contains the essential story elements such as setting, characters, and premise. Next, we start adding detail and design the basic mission objectives so they tie into the story. Once this is complete, we start work on a screenplay with a writer. Characters are developed further, and dialogue is written for each of the mission briefings.

When we have the screenplay finalized, we start work on storyboards to visualize how each of the shots will work and what camera angles and backgrounds are needed. We then start work on the virtual and physical sets that will become the backgrounds for the actors.

The next step is to film the sequences in our studio. Once we have the footage, we start the post-production process where we edit the raw footage, composite the actors on the virtual sets, add special effects, and mix the audio. From here, we compress each movie and add it into the game.

- Q: I think *C&C* is in the *Guinness Book of World Records* as the best selling series of computer games. What do you think makes the *C&C* series so popular?
- RS: In my opinion, the two most appealing elements of *C&C* are the multitude of different strategies you can use in the game and the compelling story. Since there are so many different strategies in the game, players can customize their play style to suit their personality. The story adds to this by giving players a goal to work towards and lets them feel that they can affect the world.
- Q: Can we expect any returns to the Red Alert universe, or additional chapters in the *Tiberian Sun* story?
- RS: The C&C universe is very diverse, and there are a lot more things we want to do with it. There's a lot more of the story to tell also.